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MASTER



SUPERB STRATEGY GAME

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Competitive
Challenge and 1 v 1
Single Game



Multi-Player
Competitive
Challenge and 1 v 1
Single Game



Multi-Player
Competitive
Challenge and 1 v 1
Single Game



Single Player
Competitive
Challenge



Single Player
Competitive
Challenge



Single Player
Competitive
Challenge

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NOW YOU'RE THINKING

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TRADE ENQUIRIES WELCOME ON 01 443 1506.

CHALLENGE

SOFTWARE

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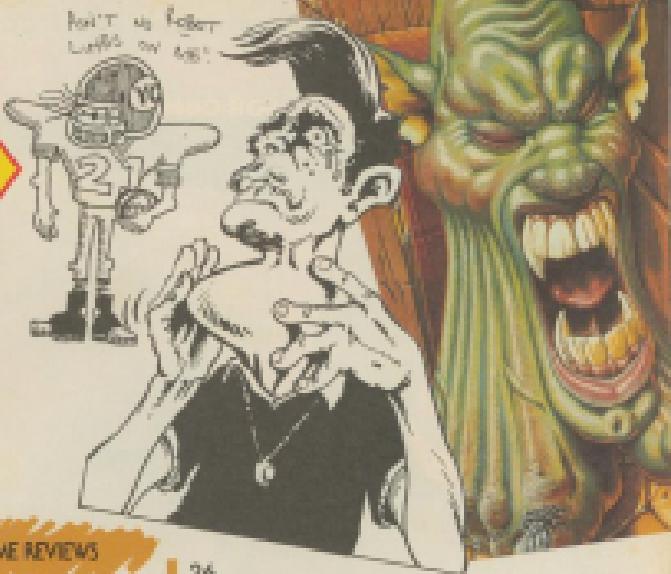
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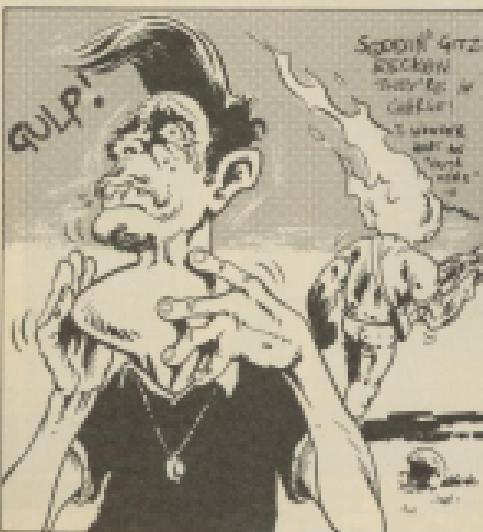


FLAME HEAD

SINCE
LAST ISSUE
ARD FLAME'S
ENCOUNTER WITH
EDMUN, HE'S
BECOME SIGNED
BY THE FAMOUS
AMERICAN FOOTBALL
TEAM 'THE
WASHINGTON
DODGERS'...



PHWEEEP!!!



LOADS OF BADS



G

er your mitts on those big American balls with this splendidious Spanish Cyberball competition. To win one of the ten full size American footballs all you have to do is answer these three simple questions (thinking up hard ones is beyond us).

Which of the following kitchen appliances is William Petty better known as?

- 1) The Blender
- 2) The Fridge
- 3) The Gas Stove

What is the maximum number of players an American football team can have on the pitch at any one time?

- 1) 11
- 2) Less than 10
- 3) 10

What does an American football resemble?

- 1) An egg
- 2) A large sausage
- 3) A pineapple





**THERE WILL BE MOMENTS WHEN YOU'LL WISH
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The link between actions and reactions is broken.
-Oscar T. H. - Microsoft Customer Support

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I'm primed for action as my PDA leaves the money. This time my mission is to perform prioritization of tasks. Suddenly, new warning – Interception-destroying fail! I quickly select flight mode and press a Schrödinger. We both break at the same time – staff and a high-ground customer leaves his vehicle. A bad explosion tells me he fails not actually.



F-16 COMBAT PILOT

Flying fast and low, I turn my P-51 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession. Lethal automatically locking on to each tank. With fire burning around me I dive for cover and head for home. Approaching base, I contact the tower and request a takeoff from my right position.

International Network of Institutes of Space Science (INN)





Digital Integration
The New Face of Technology

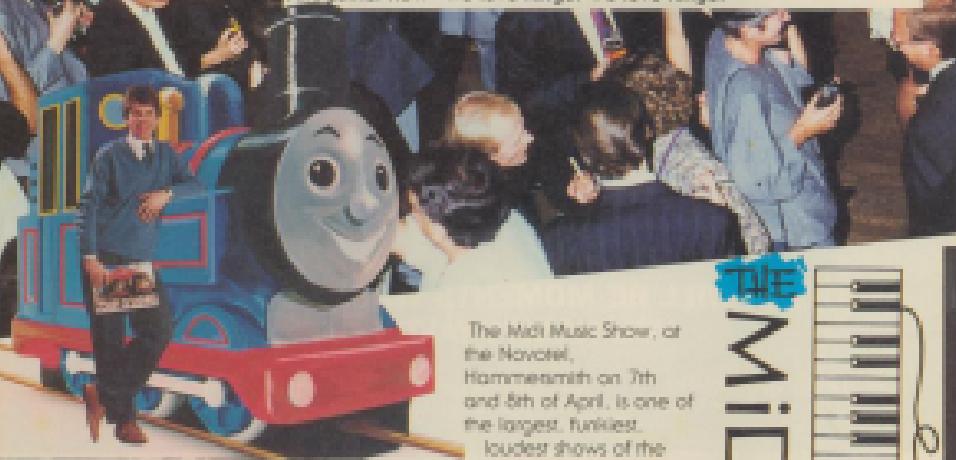
Sp. 1990-1991
Volume 100
Number 1
January 1991

The David Pelt is probably the O&O property. It has several
old buildings.

DATA

Alternative embarks on a steamy hot relationship with its latest licensing deal. Yep, Thomas the Tank Engine has signed away his television rights, and he'll appear on a computer near you soon. The Fat Controller will have to go on a diet though, as there may not be enough room in the memory to contain his floppy sprite.

Thomas will be yours for good for the paltry sum of £2.99. Altogether now "We love Ring! We love Ring!"



The MIDI Music Show, at the Novotel, Hammersmith on 7th and 8th of April, is one of the largest, funkiest, loudest shows of the year.

It'll have everything that one aspiring rock, rock and roll and would need to launch their neeny bop career off to a flying start. There'll be guest appearances from top performers, producers, writers and programmes and you can bet that the event will be ear shattering.

Tickets cost £10 and are available on the door. You never know, you might even meet one of the YC lads! Cool

THE
MIDI
Music
of
the
Century



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Spam is a lovely addition to any meal. In a recent test, by the T&C team, it has been decided that a good old thumbs-up must go to Newcastle Foods Limited for presenting us with a product that is both nutritional, and fun! Fun!

Containing a minimum 90% of pork, there is no slacking on its taste, weight, and we use the day that a vegetarian version of Spam is introduced. If you feel your meals need a little bit of 'spicing' up try a Spam thinner, or perhaps just plain slices, it'll not only brighten up your plate, but also your day!



THE COMPUTER INDUSTRY KARMA SUTRA

No. 7

Mr. J. H. Dyer, State Surveyor of the Boundary.

feel the boom - can
you feel the power, in
the pictures below?



"It's the World Cup this summer, isn't it?" "Yeah, let's do a totally original game to coincide with it!" "What's that even?" "Death-Beee Ninja's with a bad case of PMS!" "Hah, never work. I've got a better idea, let's release a **POCKEL'S** game!" "Yeah, let's!"

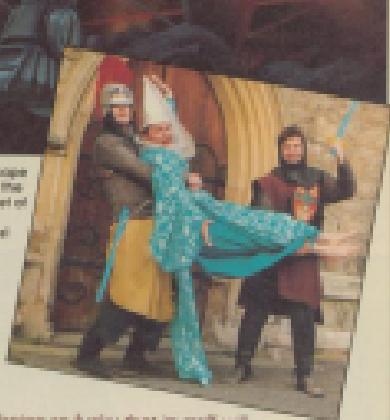
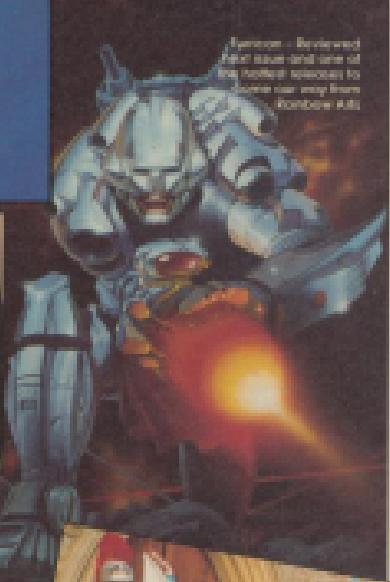
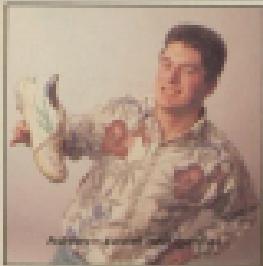
The above is a rough estimation of what may have been said during a Virgin Games meeting not too long ago. So in order to follow the rest of the pitch, Virgin has its pending release, *World Cup Soccer '90*.

Using a conversion of the crook game with the same name, it'll be ready (with nasal holes crossed) by May, and released around then. Does it feature anything different from the rest of them? Not, not really.

By the way, you all know that Virgin is also developing space stations. Good, I've never been about us 2.



DATA



Dormark is on the brink of being so funky that its soft will explode. Escape From the Planet of the Robot Monsters and Krax are two completely radical games on the Tengen label that are to come our way so soon that they may arrive before you have been born.

As we all know, the Tengen label is devoted to conversions of Atari coin-ops, and Escape From the Planet of the Robot Monsters is no exception. It's almost as ludicrous as its title as you run around on the surface of Planet X blasting all sorts of robots, who are controlled by the evil (with a capital *E*) Raylons. The Raylons have but one task, to destroy Earth (blamey, eh?). You must stop them in a simultaneous two-player kind of like-game.

Krax is not as stupid as its name suggests, being a rather more serious puzzling type of game. It is being released at the same time as its arcade counterpart (a first as far as we know) and it has been described as a sort-of *Tetris* with chunky bits.

Both games will retail for around £9.99 Cass, £14.99 Disk.

Answers - Replayed
Each issue and one of
the hottest releases to
come out along from
Rambler Kids

THE INCREDIBLY FUNKY SPEAKEAST CHART - TOP 30 COMICS

1. Legend of the Dark Knight (4)
2. Batman 444 (DC)
3. Sandman 13 (DC)
4. Amazing Spider-Man 330 (Marvel)
5. X-Factor 31 (Marvel)
6. West Coast Avengers 56 (Marvel)
7. X-Men 255 (Marvel)
8. Fantastic Four 337 (Marvel)
9. Detective 611 (DC)
10. X-Men (Marvel)
11. Alien Vol 2 He 1 (Dark Horse)
12. Justice League Europe 11 (DC)
13. Wolverine 21 (Marvel)
14. Avengers 315 (Marvel)
15. 2020 A.D. 651 (Fleetway)
16. Swamp Thing 92 (DC)
17. 2020 A.D. 651 (Fleetway)
18. Doom Patrol 29 (DC)
19. 2020 A.D. 653 (Fleetway)
20. 2020 A.D. 652 (Fleetway)
21. Punisher War Journal 15 (Marvel)
22. New Mutants 87 (Marvel)
23. Crisis 35 (Fleetway)
24. Wolverine 22 (Marvel)
25. Hellblazer 28 (DC)
26. Punisher 30 (DC)
27. Detective 777 (Marvel)
28. Crisis 3d (Fleetway)
29. Spectacular Spider-Man 821 (Marvel)
30. Excalibur 19 (Marvel)

Chart supplied by MCGRAW-HILL - The
Chancery of the Census Board, New
Information supplied by Central Statistical
Bureau worldwide.

One company that is working like complete buggery is Accelade who has a long long releases on the way (not all of them are sound).

The Cycles is about something or other that I can't quite remember at the moment, but we're assured that there's lots of speed, fumes, and girls involved - sounds like a warehouse party to me. Hardball II is the sequel to, wait for it, Hardball and is mostly more of the same sort of baseball-type of thing, although with better graphics and extensions and things.

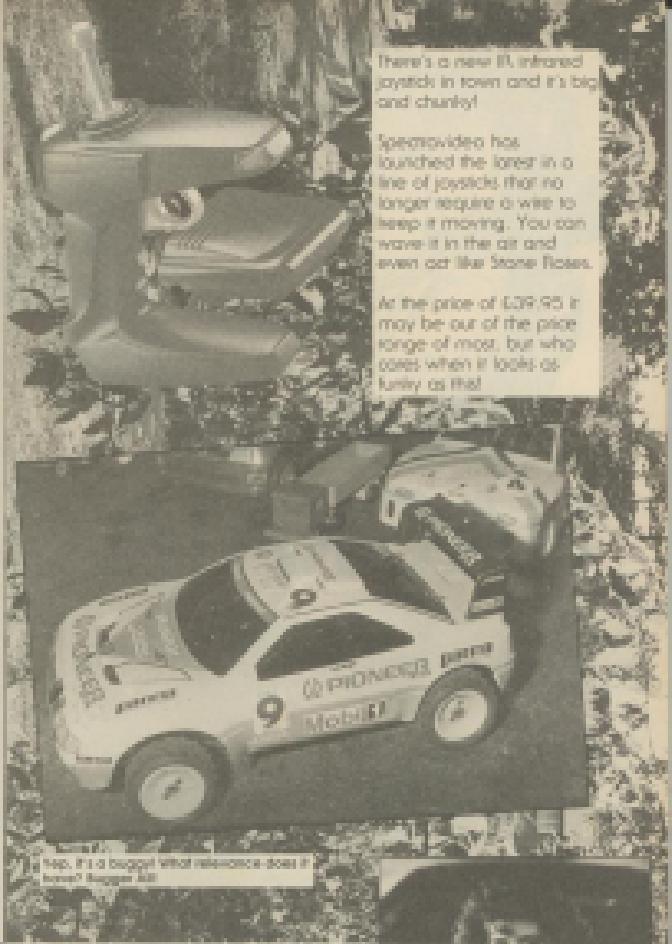
Powerboat USA is a simulation of high speed Superboat racing. Can you zip through the waves in order to win a race? Would you want to go faster? Would you throw your arms up over the side?

But the piece de resistance is certainly Bar Games, a simulation of the sorts of things that grown-ups like to do in pubs? Like hell, c'mon who goes to a pub to play lori's dice, beer sliding, or ride a mechanical bull? Nor me, money, I'm off on a lager frenzieeee!! (The wet T-shirt contest sounds good though).

There's a new 3D infrared joystick in town and it's big and chunky!

Spectro-video has launched the loner in a line of joysticks that no longer require a wire to keep it moving. You can wave it in the air and even eat the Stroop Boxes.

At the price of £39.95 it may be out of the price range of most, but who cares when it looks as funky as that.





CHILLER

Virgin Music - PC March

POKE 22957, 173 - Unlimited energy

313 50158 - To own the game

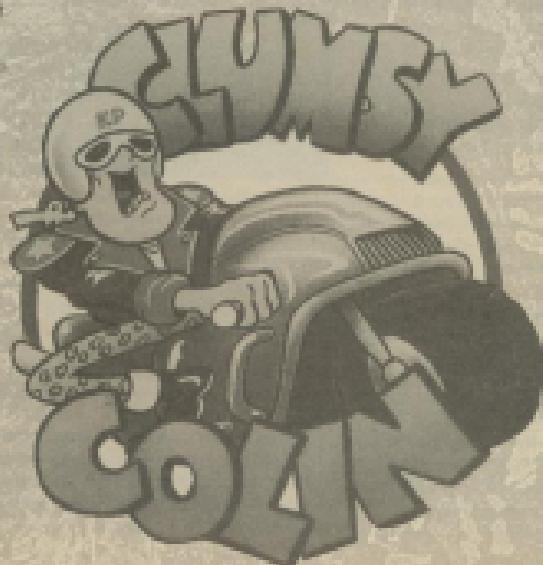


HACKATAK

WITH KIRK RUTTER

Captain Kirk beams down some really funky tips for people stuck in a jam.

We come to yet another game-coming installment of Hackatak. No doubt some of you have had trouble with the games given cover line on the magazine cover? Well, why not, most of them have had the Hackatak review, not to mention, of course, some of the latest games. Well, stop reading this happy Kirk and get going! This is a family magazine - Ed.



ACTION BIKER

Virgin Music - PC March

POKE 19287, 47 - Unlimited lives

313 12013 - To own the game

FINDERS KEEPERS.

Virgin Interactive - YC Jan

POKE 29787, 7b - POKE 29788, 7b
POKE 29789, 11b - Ultra Lives

\$13 4P152 - To get funny

NINJA

Virgin Interactive - YC Feb

No Pokes I'm afraid, just a map and a few tips. The first level is wrap-around so keep track of where you are. To complete the game you will need to collect, when you have the sixth idol go to The Chamber (you cannot enter here until you have all six), and take the last idol. To finish the game (make sure you have 7 idols), go to the starting screen and press in **down** on the end-of-game message.



THUGS

These are no problem, two high kicks or throwing stars will kill them.

KARAKETAS

Be very careful with these guys, their energy goes down very slowly. The best way to deal with these noobs is to throw all your stars at them and if possible pick them up again (and throw them back, if you can't do that a couple of flying kicks will do).



NINJAS

Noisy, very noisy. Whatever you do do not throw stars at them as they will only throw them back at you. A flying kick is the best way to dispatch any Ninja.

TUSKER

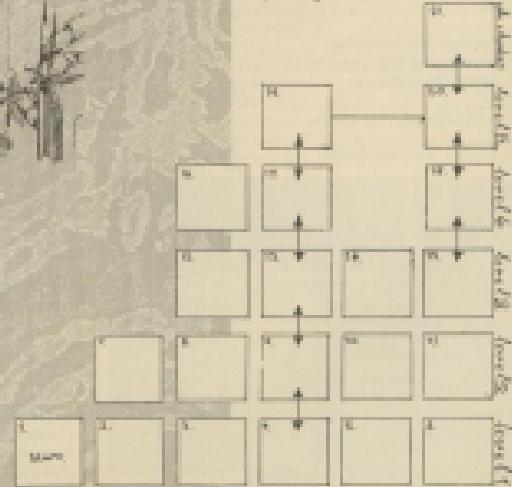
System: 3

A very handy little cheat this, although I have not had the chance to try it out. At the start of any level walk right to the next screen position yourself at the bottom of the screen, whip a joystick in **port 1** and press **fire**. You should now appear on the last screen of that level with all the objects you need!

CHASE HQ

Ocean

Start the game, hold down the fire button and type **GROWLER**. You can now beat the game by pressing **T**.



SUPER WONDERBOY

Activision

Yes, I know we pulled this game no-bots last issue but I've found a nice little cheat. Locate the door that hides the end of level forty (using last month's definitive description) and stand in front of it, release a bomb, fireball or whatever and hit the SPACE BAR. Once inside, the noisy will die leaving you free to collect the spookies.



MONTY ON THE RUN

Kixx

The game is a classic, re-released for under a fiver. If you don't have it, get it now! If you do and get a high score, enter your name as I WANT TO CHEAT to get into cheat mode. Easy!

SPACE HARRIER

Encore

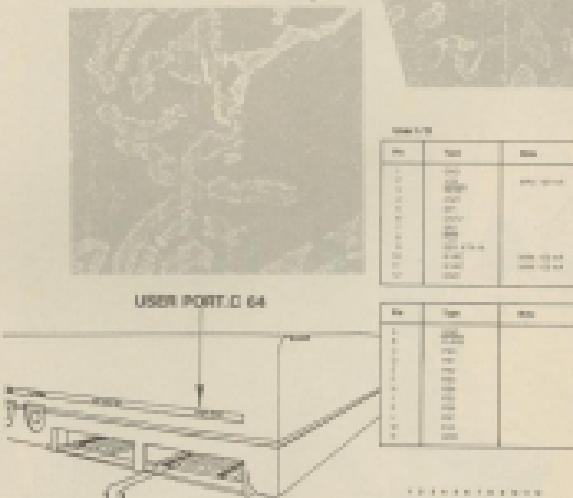
Yet another old, but rather playable game that gets the Hochotchi treatment.

POKE \$010 - Unlimited lives.

SYS 2128 - Starts the game.

There are, as I'm sure you've noticed, quite a few reset pokes this month. Anyone out there who hasn't got a reset switch but likes to take a chance can use the following method to reset the humble C64.

First, you'll need a paper clip. got that? Good, now look at the back of the computer for the USER PORT. Inside is a C64 numbered 1-12 (see diagram). You need to touch pins 1 & 3 (at the same time), with the paperclip. This will reset the C64. This is done however

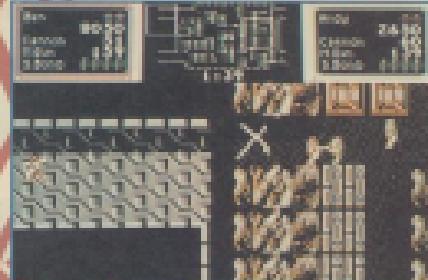


on your own risk. YC will not be responsible for any knocked C64s or injury inflicted. You have been warned. If you smash it up and hit the 64 you could my giving it a new 1.5 amp fuse. A big thank to my

brother Jack Rutter for the great artwork.

Well that's it for another month. Turn in next month with all your (working) C64s. This is Kirk Rutter saying goodbye. Goodbye!

the action is fast, exciting, and fun and Dr. K spends yet another busy evening in the office. With a deluge of emitters and fluid canisters more space for the digital credits that you can receive by the bushel. The secret agent is thrown up into the air and in you go. Another Benji bounces the stage, but this one will not be as deeply split screen action as



in *Crackdown*, perhaps. If you were Jim Diamond, that the game is one that you can use at any time. Data communication can't be collected on route to the target but you

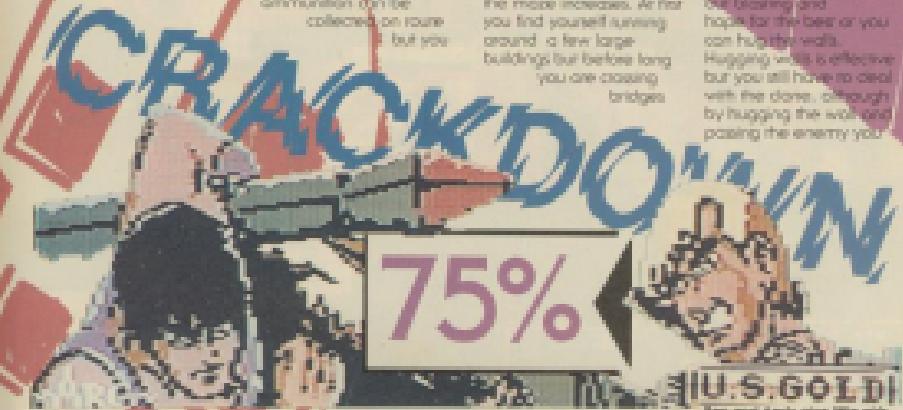
progress the complexity of the maze increases. As first you find yourself running around a few large buildings but before long you are crossing bridges

surprises. Around level five the levels are surrounded by a super thick clear case. As you run to some boulders hanging down appear with rocket launchers.

If you're expecting an attack around the next corner you have two

Supplier: U.S. Gold
Price: £9.99 carts
£14.99 disk

options. You can come out blasting and hope for the best or you can hug the walls. Hugging walls is effective but you still have to deal with the clones, although hugging the wall and posing the enemy you



The two players face off in vulnerable places in the city's attempt to play their bombs. Only one player is active at any time, the other is used. Although this may seem a little limiting, two players tend to increase the confusion. If you catch a bomb, you must plant a bomb to have it occupied by the other player's team. Once the two teams have planted two bombs, the players make light work of the mine clones.

Armed with a rocket launcher, machine gun, a limited number of frag bombs, grenades, you bomb your way through the levels. The bombs are launched in pairs of canisters, you can switch to the machine gun but the grenades can be

used to blast a few clones to get in.

Defusing the bombs is important as you start the next level with your remaining bombs.

A small radar display at the top of the screen shows the layout of the level with a bee following the area you are in. This display shows the locations of all objects, clones and mines and the areas which mark where you must place the bombs. By watching the radar, using play you can perceive those nasty surprises incurred when running around a corner into a quiet toning clone.

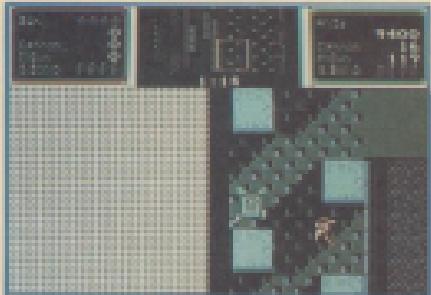
Plant all these bombs within the time limit and you can find yourself dodging to the nearest safe boulders and death. As the levels

spanning toxic laden rivers or running through clones filled rooms with rattling automatic doors, the landscape is not the only feature of the game to change. Initial clones are either unarmed or carry small fire arms but later levels provide a few nasty

Supplier: U.S. Gold
Price: £9.99 carts
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spikes and Andy gives the game away.

There is plenty of blasting and dodging in the game but unfortunately you can't shoot your fellow player. Not a bad game but the graphics could be a little sharper. AP

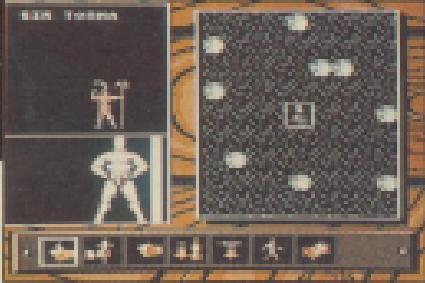


As life in the 1980s is today. It's just as well that you're not in the film.

Supplier: Origin
Price: £19.99 Disk

FUN #1

KNIGHTS of LEGEND.



▲ Cool, isn't the button?



▲ It's a pub! It's a pub! What it looks like - a pub to me.

Legends will be a brave knight who would risk everything for the honor in a fair maid's love. Or the chance to put one in her eye... hehehe. (or anti-heroes) are really the stuff that myth are made of and songwriting classes. Origin's latest role-playing epic lets you put together a fighting force to combine powers of good or evil as you see fit. Under the rather loose rule of the Knights of Legend you can control up to six characters to explore the sprawling realm of Aetherea.

Knights of Legend has older tendencies over overreplaying epic-type games. For one, you

can have up to six characters on your team at any one time. Any of these, them all, or six of them, can be bought into the world of any hero you wish. Thus, you're able to draft in your 32th level wizard to join in hand if maybe get too tough for your 10th level, weeding troop. The variable number of players is useful for those who like to challenge just by completing the game with one player only.

The game is beautifully produced. The look is light, heavy, and it's hardly surprising when you see its original look inside. There's a 130-page book which fully explains



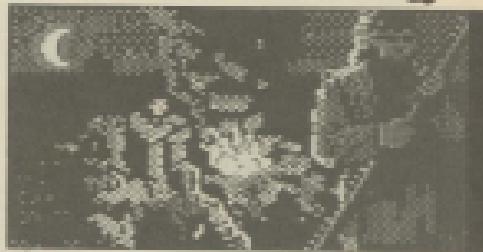
anything you ever wanted to know about the game. There are comprehensive details about spellcasting, combat is fully broken down into the various steps no role, the history of the world is presented in long form, and a breakdown of the various races, classes and their powers. Also inside are the four - yes, four - games discs, and you'll need a blank disk for your characters too.

There are over forty types of characters to play. These vary from the bog standard Human Knight to Elven Pyre and Draconic Orbane, as well as the Kaelen - a small thin race, a son of the sea between Orbane and Elven - and miles and miles apart in different character options. Each character has no have a graphic chosen for it. This graphic can be edited completely using the character or shield edit option. This means that every character is different and adds your own personal touch to the

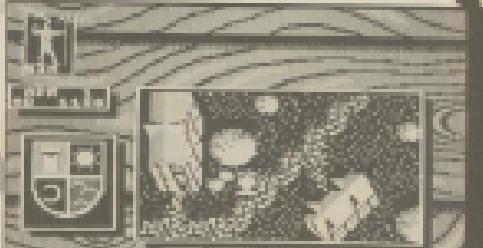
game.

The magic system is ingenious. Every spell consists of a word of power. This is formed by construction of the word using Elven syllables. These are used in sequence for the spell effects, the sort (or ability), the effect, the severity, range, duration and subclass. Your player character (priests), will result in a word like ARAH, YNA which heals an Elf at moderately long range. Type in the word, cast the spell and stand well back!

Combat is handled graphically. The announcement that an ambush has been sprung is made, then the card is shown in plan form. The figures and the party are shown, and several options appear to you on screen's base. You will have to move your team into close range to engage in melee. However, spell cards and bow cards can be made at longer range. If you feel the



And the sun set, so did the Jedi.



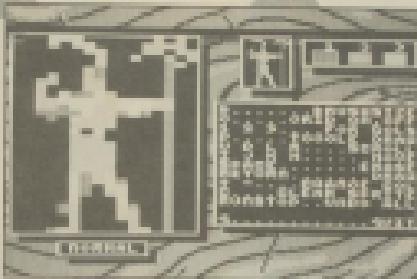
The most about town is pink and brown.

options you have. Any actions are dealt with by the character in question only. To equip any other character, there's going outside and breaking again. This is unavoidable because of memory space but is sort of a shame. The items can be saved by going into a tavern and resting for the night. Every shop owner can be asked questions or you can listen to them.

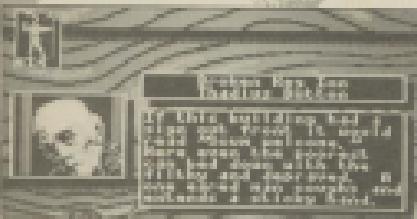
The combat is far more comprehensive than is usually the case. You can choose the form of attack, a defense, to run away, do nothing or whatever. The round begins with you selecting your options in turn. Then the sequence begins. The results of each exchange of weapons or spells are displayed on the center of the screen. On screen are the options, plus the weapon you're holding, and a picture of your spear with only one of red. Once a weapon is given, your turn. You then get awarded attack points and gold. These characters go through the process two or three times, but each time the

Knights of Legend is a tremendous achievement given the limitations of the old 386. Building a gigantic Fantasy world has been done in such a complete way on the machine before but not with the degree of success. And at the cost of about \$200 of foam, it's got to be worth a look from roleplaying women.

AC



A last look at the pistol, very RoboCop.



Alas, Bob, Bob's your... ahem, glover, whoops!

96%
magnet

WeirD dreaMs

Supplier: Rainbird
Price: £9.99 (Cass) £14.99 (Disk)

Weird Dreams is a weird game. A very weird game indeed. To really get into the spirit you'll have to read the novella that comes with it. The story is as follows. You are Steve, the victim of a dream. This is no ordinary dream though. A Dosemon, in the shape of Emily, a girl of your work, has given you a mind influencing drug. She then establishes a mind control

with you, and the result is a series of frightening dreams.

But this Dosemonic activity has not gone unnoticed. These are powers that rule over these actions. The guardians as they are known have been

monitoring Emily's progress and have knocked her down. Now she has taken possession of your mind entirely, just as you have gone under the surgeon's knife for exploratory brain surgery! You have gone back into dream sleep. By negotiating your dreams, you can save your sanity and your life. This is a

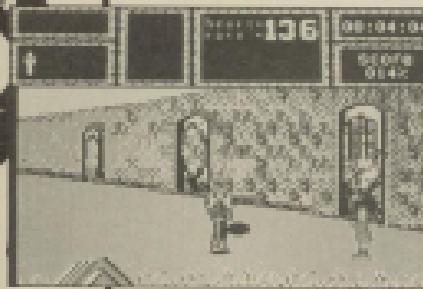
refreshingly detailed scenario, which makes a change from micro-photograph cereal box type letter-ups.

Anyhow, the game involves Steve's efforts to escape brain death. Being set in a dream world, you'd expect the game to be a little on the strange side to say the least. And it is. To start with, you've been shrunk to a size equivalent to a tin of beans. The game starts with you at a fairground. Not on a ride, or of a sideshow. Nope. You begin inside the mouthyfloss machine. Little fluffy pink lumps of



78%

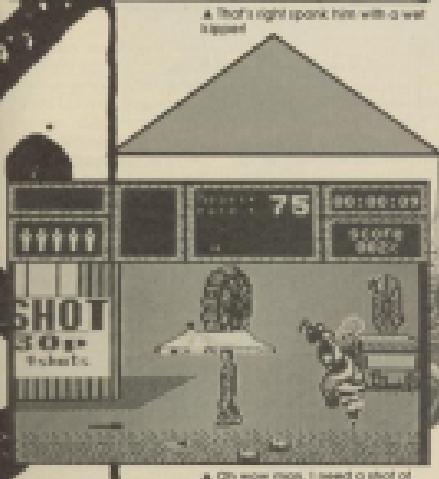
▲ An Interview



卷之三



a. That's right spark him with a real
joke!



As with most things, I tended to stick to what I knew.

or only those containing a special promoter construct are found. The switch to turned-on and down-regulated before arrested growth, which involving the c-Myc protein, is induced by the addition of other oncogenes.

and the *Journal of the American Chemical Society* (1900-1901).

serve a quiet life, keeping a pony check and stock. He is a quiet, simple, sensible, good-looking, cheerful, hardy, warm, friendly, and all the above-mentioned colours.

by the time he got to the station in a motor-boat, he had to wait for the boat to come.

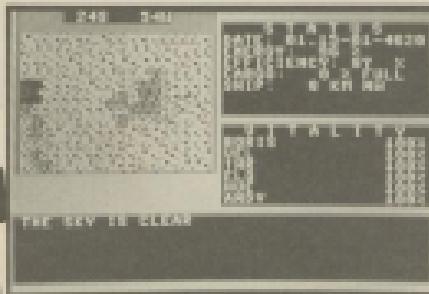
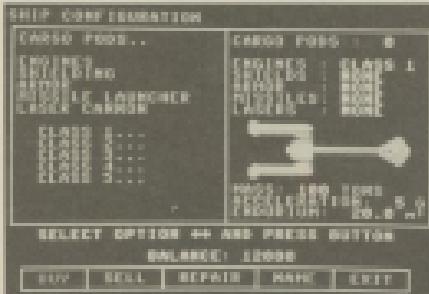
Unconsciously the
movement of Simple is
objectively illustrated. His
actions consist of a series of
short, rapid, and rhythmic
movements, which in
turns a series of his hands into
an object of grasping power.

1800

which they have
things.
McC.

STARFLIGHT

Price: \$14.99
Supplier: EA



73%

Through the year expenses of space you
travel with crew open
open for hunting the other
for profit. As a highly
commissioned captain of
a space exploration craft
you must boldly go etc
etc, seeking out not only
new worlds for
colonization but profitable
items to sell back or buy
to fund your mission.

The game starts in the
Earth space station. Here,
you select your crew from
the many alien races and
train them. Once happy
with your crew you will
along to the ship
configuration door. Name
your new ship and
purchase any ornament

and armour you can't
miss. You can then visit
the notice boards
Information viewed here
will impact gossip, news of
trouble spots or possible
items of worth and give
control of your mission. At
last your task is to explore
the planets and around
your solar system
collecting minerals, alien
life forms and if lucky
cyrstals, all these items
can be sold in the mother
city or on board the
station. With your profits
you can refuel and
upgrade your ship. It is
best to spend as much
time as possible on the
training of your crew
especially in the early
stages of the game or the

CHOPPED
AND HAM



ability of the crew greatly affects their efficiency. It is all too easy to become lost with a poorly trained navigator or receive scant or misleading information from a novice science officer.

Once past the code wheel and into orbit your navigator officer takes control. You guide your starship around the system or, if you are feeling lucky, out of it. Beginners should stick to local planets as the big V has all sorts of hostile worlds and measure in it, while

mission will give you cause to scavenge the more distant planets or resources can lie and alien encountered on the ship comm's can lead to either valuable

information or combat depending upon the stance you choose. friendly, hostile or deadly.

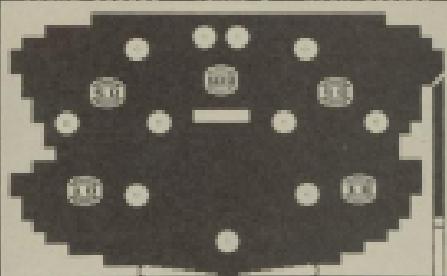
When in orbit around a planet the science officer can implement a scan. Using the information gained by the scan you decide whether the planet is worth

colonizing (a long line is mapped for the logging of valuable planets), landing is a simple affair of selecting a site from the projected map and designating.

Once on firm land the ten-ton vehicle docks in search of mineral and alien life forms. The scale of the view can be changed to show local details and the location of your ship. It is worth noting the coordinates of your ship before you begin any major explorations as it is all too

easy to become lost. If weather conditions are less than perfect crew members may become injured and the doctor's medical skills will be tested. Running out of energy in the transport vehicle means a long walk back to the ship.

There is more plot than gameplay but despite the constant disk access and the general slowness of the game these should be enough adventure in this package to satisfy most players. AP



International Arcade Action.

70%

Supplier: Wicked Software
Price: £12.95

ooh, I've gone wobbly at the knees, there are more games in this package than there are ways to cover your arse with a dohssow. Fifty games on a cassette for less than the price of a dish game sounds like a bargain to me and it is.

As you may suspect, the quality of these games leaves something to be desired but all are playable and mostly good fun. Even if you hate each and every game it is going to take you a couple of days to play all the games on the tape. Many players will recognise the genre as that of the magazine

listing. The programs may be short with poor sound and graphics but some are real gems and others are so bad they are close.

The adventure begins with Typhoid Run. We all remember the game and its platform (horribly spacey) invaders without the falling bombs or the invaders). Move your sub from side to side, launching your rockets or missiles which sit in three rows above you. No fancy effects or graphics, but try to boost with a simple boost.

Arcade Baseball is a game example of how to do something complicated in a bizarre

but simple way. From the central pitcher's box a ball descends the length of the screen. By hitting the space bar the blob at the bottom of the screen begins its horizontal journey. If the ball connects with the blob it bounces its way to the pins at the top of the screen.

Atmospheric pins indicate how many bases the player manages to steal while others indicate the ball was out of bounds. Hit the ball back up the centre of the screen and the pitch bounces (if you like) a home run.

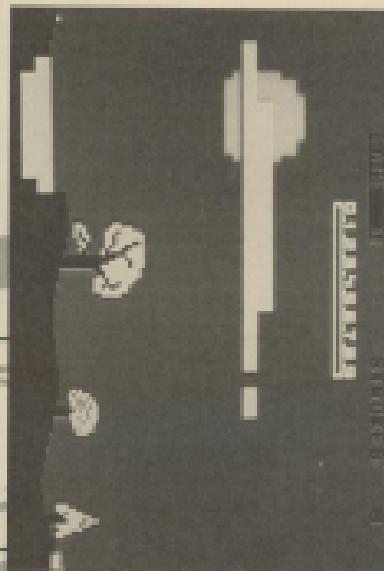
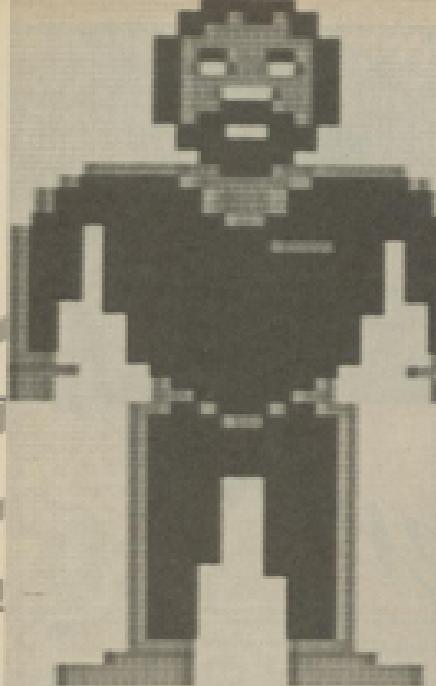
The average gamer is less than 1000 more hours spent slumped over a terminal with half empty cups of coffee filled with dings and dents, but this little program may help. Select your level of fitness (gross) and follow the movements of the little

man and the blob. I found watching the program racing through its pieces of cake.

2D Tennis is one of the two player games available on this cassette. Players move their bats like placekickers (that's as you try to keep the ball from the opposition).

And Eighter is another one of those early 8-bit games where you play 200 points around the screen in a 16x16 grid. The final 16x16 game in the pack is a fellow player race race. Pushing forward on the joystick gives you an extra boost for speed but the best tactic is to use the wrap-around feature of the screen to take your friend by surprise.

The Pinball Arcade is one of the weaker games in the collection. There are bells and circular cushions with a variety of values



A HeadBanger you have to get the ring.

but the player movement is very simple. Every perfect headbanging attempt to send the ball into the further reaches of the screen.

What would be an imitation of living-type games like without original programs? Open-Goal places you in the shoes (and pants) of a garage old simple computer game screen.

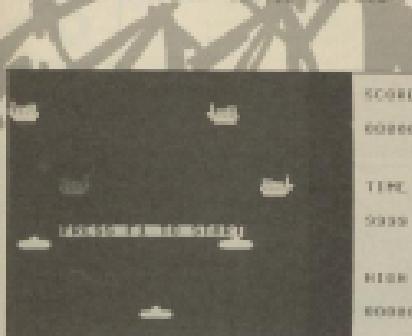
Course is very simple. You need to control the ball with the pixels, nodes, checkboxes. By this you can "translated" ball around the board and change the direction of the ball, and even the the ground if you so desire. By decreasing the line tension you will be able to get rid of the ball that is too slow and not enough time chance. It is necessary to obtain a

long distance, until you can not hold the ball up to the edge of the screen before shocking it with a powerful green energy-chamber. A huge 3D effect of the ball's fall on the ground and ball's liver to immobile where passed indicates the destruction of the ball. Getting points, you can increase the ball's speed. You get the ball to

these screens that can be used without the different types.

Open-Goal is a compensated by the need to be. Open-Goal is a perfect game play, "magical" and serious but also inspiring. After an hour of joyful spending, as you play Open-Goal in the room of many colorful tiles sets, you

* What do you mean? There are players in baseball game?



A WHO WILL DOUBLE, who'll go Double

Supplier: Firebird
Price: £9.99 (Cass)
£14.99 (Disk)

According to the blurb, the P-47 was the principle American fighter during World War II. The game tries extremely to live up to the history of the plane though. The storyline goes like this: there isn't one. You have to pilot your P-47 through the various levels of the game, blasting everything you find with your guns. The enemy hangar doors is wide ranging and deadly. Small patrol boats, or big, big patrol boats full of you. Small ground turrets shoot bullets at you.

Some of the end-level death machines are so big that it's doubtful whether they would fit in the contiguous memory if supposed telephones had them while you're shooting them there's no indication of any damage you cause. The spires rattle and jerk as they shift uneasily around the screen.

The game itself is usually fairly playable, if a little too easy for my liking. The fact that you keep your extra weapons after death is surprising and makes the game

even easier. The background are indistinct and uninteresting and the whole game seems a bit amateurish.

I can't imagine how anyone, let alone a company of Fifeord's reputation, could release a game which is so blatantly misleading, yet surely designed for the customer before it was released. Perhaps a Budget house could have been asked. At twelve quid on a disk (80-21 ms of Spain in a can), that's bloody good value for money. Buy me Spain instead, cook an exceptionally large dinner with it and throw it around the room making machine gun noises. It's bound to be more entertaining (and easier to eat). You're less likely to be sick as well.



4
%



Support: Shostam 3
Price: £12.99 Tape

VENTURE

With the impending retirement of Charles Bronson as a gun-toting gun-slinging, and the major star in the vigilante stakes being a man dressed in a green rubber suit, there is need for a more able leadperson to take on the entire criminal element.

Wendela offers V.O.U. this chance, because through adventure and a sorry twist of fate you have got prob so large that they could be string together and used as the *Chain of Tarned*.

Since your return from Vietnam, things for you have not so much gone down hill, more plummeted from a shockingly large mountain, for one of your greatest chills in the army is now the chief of the local police force, and a doctor friend of yours and his niece have been

kidnapped by a lone terrorist group. The doctor had invented a rather mean, lethal weapons system which could be used to very ill effects.

With muscles pumping, gun strapped to back, and customary combat pants flapping in the wind, your task to rescue them begins. Unfortunately, V.O.U. are

suspicious of the kidnappers (a way of getting one of you by your Viet Cong 'friend') and the police have been instructed to bring you in with excessive force if necessary. So not only are you after the kidnappers, the police are after you, and the kidnappers are after you. Supremey (and small square-minty things are often dinner mint).

The way in which V.O.U. is presented



A. There's so many houses and the books are like Computer Shredder though. Perhaps there's more seats though.

though is certainly not as complicated as the plot, and

is more easy to grasp, with our puny oper-

ating brains. I'm sure many

of you are familiar with

Shostam 3's other incredibly

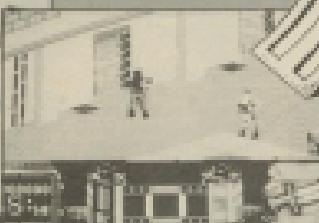
intriguing credits.

adventure game series *Los Hermanos 1 and 2*, and the 3D games system which they both use. Wendela uses this system too, although it is rather more expensive than ever before.

It is also only half of the game as there are three levels and each alternate-level is one of two separate styles of gameplay. The second comes into play when you have found a ferret and the ignition keys during the adventure part of the game. Yep, you guessed it, the second game style used is a driving game.



VENDETTA



4/5 based on
1,001
Add,
shoot the
dog out
of his
sphere!

thus mixing the best (and most popular) of both worlds.

This is no average driving game though, as it could be described as a Chase HQ variant, although it is far far better than the official licensed version. It is probably the best that could ever be done on a CD-i, and this is only part of the game.

Coming back to the 3D section, this is where you realize that Vendetta is even special. Not only is there more than the average amount of mapping, object collecting, and room searching to be done, but unbelievable quantities of enemies are just begging to be given their lesson. Superheroes, that's Decoys the Shape Changers, the Mayhem re-muth brigade.

And although the game is multi-level, this is absolutely no bother whatsoever (and only helps to allow the

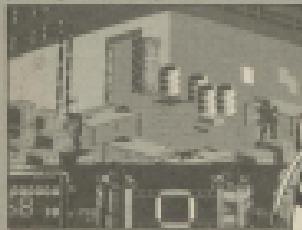
programmers to make the game absolutely **THORNIOS**. There is also the added bonus for your pennies of a free limited edition watch with the first 10,000 copies so you'd have to hurry to grab one.

The graphics are absolutely perfect, and the sounds are superb, the bundle is linked with pure gloss that helps shine over any small image inadequacies. Vendetta is not just the best arcade adventure ever, it invents a new meaning for the term.

MH

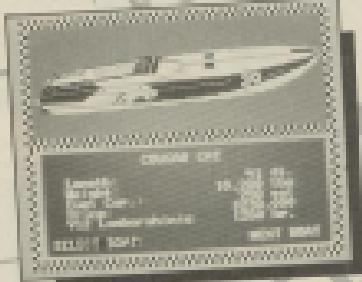


There's a hero in the crowd! Fortunately better pick it up before that flying bullet. ▲



FUN *1

POWERBO



W here's a chance to share
a sandwich or a meal
with your customers
at a time of high sales
and low costs. It's a
win-win situation, but you
shouldn't recommend this unless
you are selling fast food,
ready-to-eat convenience
dishes, and soups.
You'll find almost every
type of ready meal on the
market. According to
experts, we should
have yet to encounter one
that would make it too
expensive for a reasonable profit.

Surprisingly, I usually like the page, like most Apple-killer games, there's a lot of pleasure of competition, of course from. And a sort, there can be little power-drinking pleasure can drool with, just being a combination and another simulation. Glen Johnson's very own "Dyslexia" (code: I hear you cry, "Well, just cry!").

Once your baby has
been weaned, it is normally
recommended to wean him
as soon as possible. These
are natural, most of which
contain around 50% energy
(naturally), and a little
more refined flour (sugar).

by eating healthy food and the right amount of carbohydrates. Then it's important to rest the legs, mind not stop to add some extra healthy extractions, and to fuel up. This is very, very important after your pre-contest meal—don't drink beer, nor run, teach! Everything you take on board though will add extra weight and therefore reduce your

speed. Before you can compare decimal rates, however, you have to qualify "which" decimal means that you have to consider all the factors that go into the time, speed, deceleration, body, and other factors from whence you came, plus the time limit. There are one or two with the thought as regards the main rate. Deceleration, generally, you have to keep your speedies on the speed gauge, but the RPMs may keep your engine controlled, like you would like to do, and then a whole. But, if you have the speed

quarreling is no problem and it's on to bigger and better things.

After a very short test, immediately, patients have pain relief, and a refuelling stop has been made, imagine the race is over to begin. That's where you realise the differences between the drugs, especially between the co-codamol and the others. The co-codamol is a superfast drug, but is high on sedation in comparison, and if you wait, you will not doubt today alone, patients get the relief. The other drugs are really slow onset on the strength, but when the waves start to crash they zip through them like a bullet through beans!

"When a social player you will be focused on how well you did or didn't do, stages in the race, and/or the very good you will be a social dilemmas recorded by yourself and other players. And then you can go onto other courses.

The crooks are fairly basic in the main plot of the serial (the driving point), but a pity for the beat that anybody could do in trying to simulate the Rose Code of America.



BOAT USA

Supplier: Accolade
Price: £9.99 Cass.
£16.99 Disc.

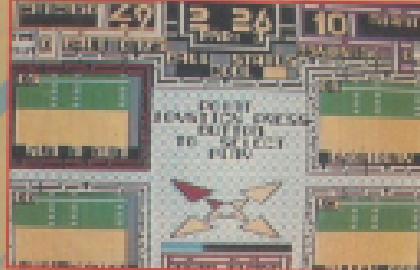
The only hazard in the
affordable *Boat USA* is
shallow water. You'll find
yourself on some sort of
shallow dredge the
boat that then turns up
and down. It's a more
interesting challenge
than the standard
shallow water address
game. The graphics of the
option screen and of
Accolade's action high
level of concentration will
help you to get the game
far off the water. It's a game
that only a few have been
able to play successfully.

The game is different
from the rest and almost
nothing else that I've
seen. The screen is a bit
peculiar but nevertheless
the graphics is of the 1
box polygonal style. The
ambiance is good.
Through the window board
it's like driving a boat
then you'll love the
changes, if not you'd be
better to stick to something
other than racing. The
game is fun.



In the 21st Century, the last developing game of American Football soon became so dangerous that injuries had to be treated by a rapidly increasing form of medicine. Robotic limb replacements solved the problem of the severe injuries. Unfortunately, the ruling bodies of the sport decided that players who had robotic limbs had an advantage over the others on the field, and so the robotically replaced players were banned.

But the more and more players suffered crippling injuries, the public became more towards allowing the robots on field. Clearly a compromise had to be found, and so Cyberball was formed. The game did away with the players altogether and replaced them with robots. It nullified the dangers of the sport, any damaged robots increased greatly and so did its popularity. The task is daunting, to control a team of the highest quality in the rough and tumble world of Cyberball, you're going



A Choose your option, but be careful. It could mean a teaming up with the quarterback to have to play on the field twice them, offensively and

B defensively, countering them to 100 points. The basic idea is the same as American Football. Using your offensive team, you have to carry the ball over the line into the endzone. Your defensive team then has to prevent the opposition from doing the same thing in return.

Nothing is ever as easy as it sounds, and this is no exception. There are

lots of subtle and solutions to those problems. The first problem is the explosive

ball. The ball starts off totally cool, separated droppings of it on field play will make it heat up. Once the ball reaches critical level it will explode on violent contact, and this will take out one of your robots if he's got it. It's not all bad news though. There are lines on field which will deflect the ball and take it back to cool status. Playing through these is the best tactic, gradually approaching the endzone.

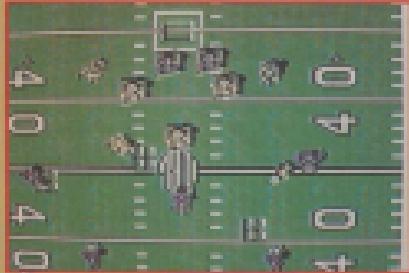
At the start of each play you are given several options to use against the

2 player options	
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20
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79	80
81	82
83	84
85	86
87	88
89	90
91	92
93	94
95	96
97	98
99	100

1 player options	
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
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59	60
61	62
63	64
65	66
67	68
69	70
71	72
73	74
75	76
77	78
79	80
81	82
83	84
85	86
87	88
89	90
91	92
93	94
95	96
97	98
99	100

93%

CYBER



OPTIONS
All of the options are selected from a useful right-hand menu. Your initial choice is made, and then you are given four options to choose from. These are:

Music, sound, colors, and settings for the game.

simply mean that they have suffered badly. The overhead view works very well and the game maintains a nice balance between strategy play and strategy play. All in



FUN★1



Photo © 1993 DOMARK

get to the receiving pool in time to catch the ball.

Opposition players, of course, catch it as well, so the pass will need fine-tuning. Running players let your running backs carry the ball as far as possible before being tackled. An option plays adds a touch of the unpredictable to your offence, letting you try something different.

Once play is set by your team, or you score a touchdown, the ball switches possession and you must defend. You have the choice of either long, medium or short plays. You must then select the defence you think will prevent the opposition from cashing

in on the play selected via the joystick. Even on your first choosing, that time is not wasted, as each choice is explained in full.

There is a product team which has a mixture of skills but the price amongst you will always go for big league records. These usually only have one man strength—their passing is brilliant.

Cyberball is a perfect game for the Amiga 4000 or 64. The playing format has speed and playability rates above frosty graphics, but the

team spirit the play is not instant or frantic but this is no problem. Cyberball is definitely Cyberball's strongest point. The intention of increasing team funding goes on, the players' abilities (and so do the high score) helping you aiming for perfection in your play.

There are a number of different play options, all of which are clearly shown on screen. This, no comment to the game, won't be put off because they don't know what's going on. The play moves fast about as fast as possible on the Amiga. The colours are a little on the dull side, but the action is nearly animated and do what you want them to, more or less. Overall, the game works very well indeed. You won't be likely to move it straight away, but the fun of the sport will put it in love at first play.

ACC

Supplier: DOMARK

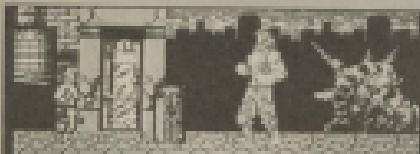
Price: £9.99 (Cass) £14.99 (Disk)

BALL

THE GUN

You're down to your last few beans and things are starting to look a little unpleasant. With the future looking as

desolate you from the scientific enclave of the mad professor McCain. The city streets provide nothing more than light entertainment to a



opposing as a three-wheeled dead dog you decide to put it to mouth and bear no grins in a bid for the freedom of the space colonies.

Downtown Manhattan was not one of the world's friendliest places but since the born things have declined somewhat. Three levels of street hassle

dedicated bawler bar the center of civilization (what's left of it) and the bad guys get vicious. Purse-snatch from behind to punch you in the kidneys while longer than life Bullseye pound your face. A back elbow and a low kick should solve this problem but before the window. While hitting someone in the face with your well developed fist of dynamite one

hurled in your general direction from the windows. The dynamite lies ominously on the floor smouldering, but get

Supplier: Dynamic
Price: £9.95/DM £14.95

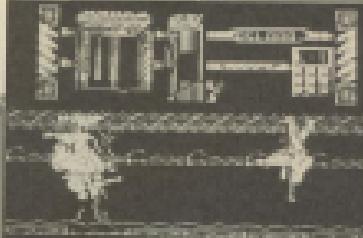
too close to the detonator and you're dead. Oddly enough pants will come off fast with a gun. Although you can take the fun for your own use it is best to disable the opponent fast.

At the end of each level is the customary over-sized baddie who gives as much as he takes.

Defeat your way through the levels and you find yourself within the complex which houses the rocket to freedom. Here armed with a heavy duty machine gun you have to pass through the volatile defences. Not able to communicate means you never need to move your finger off the fire button, although there is a button pause to the held loads a new clip. As you dash along the corridor robotic devices

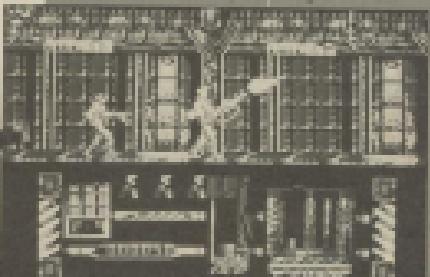
the fire-power needed to destroy these requires whom does a little disproportionate.

Again you face the end-boss nicely but this time it is a combination of man and machine. Shooting the man is the best way to neutralise the many bullet-spraying baddies that it may



for the debt.

The second section of the game is loaded separately from a menu and does need a password gained from



level one, level two is also superior to level one in both gameplay and graphics. Some nice but odd sound effects and the gameplay in section one is a little vicious.

AP



Game: Ferrari Formula One
Supplier: Electronic Arts
Price: £9.99 (Cass) £14.99 (Disk)

The lights are red. You're checking through your mind is there anything you've forgotten? Oh yeah. Your tyres. Never mind. After all, you've only blown your chances of another World Championship. Ferrari Formula One lets you become a racing driver, or fight for a share of what racing the best in the world gives.

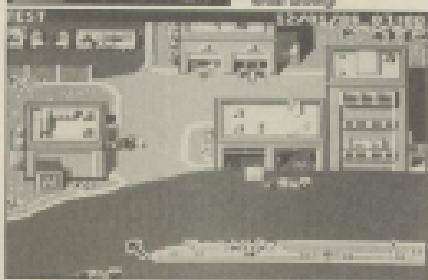
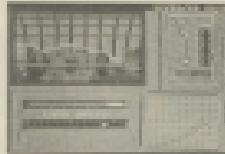
Nothing's left to drop. You have control over every aspect of the car's development, from size and type of the tyres, to the shape of the aerofolos. All of these can be adjusted as you see fit. Throughout the options there is a suggested level for you to select, but this doesn't mean you have to follow it.

All of the option screens are click-and-workshop. This makes no real change from earlier releases. The large portions which select oil, tyres etc. in a menu-like fashion. Each has a menu then you go on and do what you want to do. There is on the first page of the menu you can make initial settings to the running

of the car and rear them out on the circuit. Make a bridge up and it's not too bad - yet.

Day 2 is far more important. By now you should have the basic design decided upon. The racing should now be racing place. Any racing event will have to be sponsored at this stage, because every day has to start down in the usual Formula racing rules. You have to get as much as you can do for the car each day. After day 2 comes the practice circuit, then the race proper.

The car can jerk away from you in semi-resolution. The orientation of these is quite disappointing, and the graphics are strangely uncoloured. The game is reminiscent of the classic BBC games, except the game handles quite tactically. The car is, much like, pretty difficult to steer around. The sound is dull to say the least. The engine sound, like a Kawasaki motorcycle, and the radio tones are unspiced.

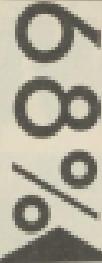


4. Into the cockpit, finally!

Racing is quite a challenge. The cars are hard to get by on the road, there is a plan view of each circuit showing where to go and what to do to the other drivers. You can't move to my car, the only trick is to

drive around in front of the car behind. This can all go horribly wrong which results in a spin. It is possible to drive the wrong way around the circuit but don't expect to win any races. Cars are

In the wind tunnel, the theory becomes the reality.

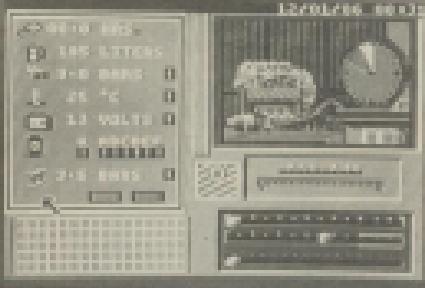


4. Drive safely and remember, don't shoot yourself while driving!

either cutshort or manual. Unfortunately, there is no speedometer.

Overall the game is okay but nothing special. The graphics and sound are average; similarly the programmes have come in recent years. The depth of the options side of the game is not of using its clever control on the racing section. There is a lot of click access, which means total nightmares for power users.

ADD



Where in the U.S.A.



On the level of *Gas-Who-don't-Have-who*, *Comme-ndiego* is himself included. She is a master criminal and the leader of an international crime firm who specializes in stealing valuable artifacts. This inconspicuously presents you with the daunting task of hunting her down. In the United States after she has escaped from prison in Canada.

Where in the U.S.A. is a deep strategy game. It includes the option of choosing to explore the country. The other part of the action is the game, and that's the best part of the book. It contains many puzzles.

The instructions, like on the suspect interrogations of *Comme-ndiego*, go on a map and questionnaire book. No ordinary reference book, mind you. This is *Fodor's USA*, a 900-page book which contains absolutely scads of useful – and useless – information. As well as the location of each state, it also features the nickname of each, features of them and where you're most likely to be able to find valuable artifacts.

The game makes heavy use of such valuable resources as a featured by *Fodor's* in its oh-so-useful book. This will also be handy for anyone who wants to go to America, get a job, work, travel, or just sit around. Going through the book takes a lot of time, and while *Gas-Who-don't-Have-who* will be plagued upon, the game team in due course gets with the Chief, giving you plenty of a game. They usually get that, and could be something from a raid to the Hoover Dam! By using the three possible clues to the scene of the crime, witness information is passed to you.

This information can be as simple as the colour of the person's hair, to what type of sport they like, or clues as to where they were going. Using

your trusty crime computer you can enter these personal details about the suspect and come up with a short list of suspects. If you manage to reduce the number of suspects to one a warrant will be issued for their arrest. The problem is you only have one game week to apprehend the criminal. Each action takes between two and three hours, and between 9:00pm and 11:00am you have to sleep.

Once you've come to a decision as to where the crook has fled to, you can check out the possible locations on the map. These locations can be hidden, if you want to test your knowledge of America. Or you can go through each in a systematic way using *Fodor's* just like the completely unprepared on America. Like me, this is what you'll have to do. Once you've decided where to go you can get a flight. This takes three hours. If you run out the 1000 truck on-agent will appear and can pursue the day.



W
A
N
T

Supplier: Bruckerbund
Price: £29.99 (Disk)

84%

Carmen Sandiego

playa. If you've not
only listened to those hour
long, the chances are
you'll have really been
puzzled.

The Indianapolis game board features a red title bar with the city name and a yellow 'Taxes' bar. The board includes a list of property names: Concord, Jackson, Portland, Cheyenne, and Des Moines. A map of the United States is shown with the location of Indianapolis marked. The board also features a 'Chance' and 'Community Chest' section.

You could be right behind the criminal only to see him slip through your fingers. If you catch up with him or her then you'll see more graphics. If you've got a warrant then you'll see the criminal locked up in the police van. If not, then you'll walk back empty handed. With each successful mission your life has notes, put on it and for every new you'll be promoted. You can sit **Hammerhead** and as you progress up the ranks, the **Claw** get more and more **powerful**.

Each state has its own distinctive graphics. These are colourful and worth looking closely. The graphics

A screenshot from the game 'The Longest Journey'. The top right corner shows a dialogue box with the text: 'No one like that has been seen around here.' The bottom right corner features a map of the United States. The bottom left corner shows a small inset map of the state of Washington.

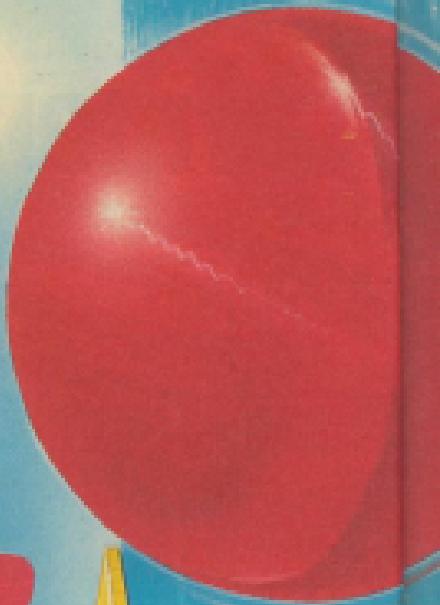
are generally functional as the game involves more around searching through Radar's list and finding out the answers to clues. The sound is likewise functional; there is reward only. The game is very much one which is going to be of interest only to a certain type of person. Those with little patience, cotton lovers or people who dislike looking things up will hate it. Personally I found it very good fun.

but a little repetitive after a few hours.

So with the shiny quid
prior fog (unmentionable
quarantine of Spom), you'd
be advised to check the
game out before going
with the needles. Certainly
a game worthy of the
attention of budding
detectives. After playing
it for a while I felt fairly
confident that I could
ascertain the whereabouts
of Mr Henderson, mostly
presumed innocent. -

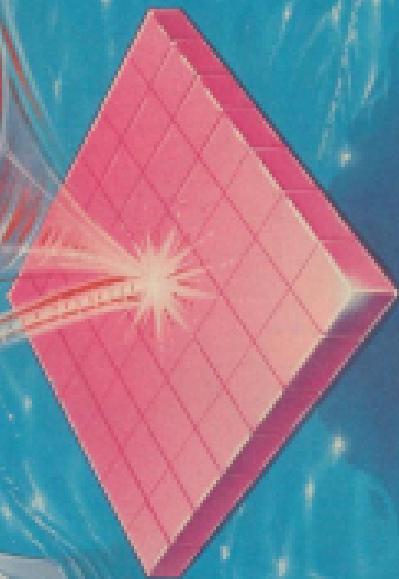
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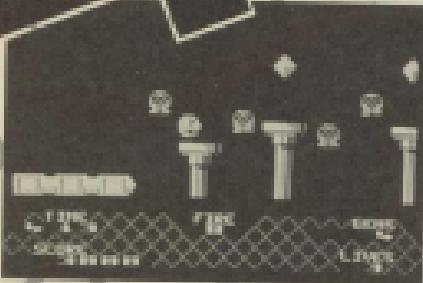


HI POWER £2.99



ATH DIMENS

YC
FUN #1



A float the ball, possibly the answer in the poem?

Through the endless
heights of space in
Cybertron, beings of
myriad form pass in
void. Just as well as the
immense bubbles. Eat lead
and die you can sound
on it, just someone
playing that game.
Dimensional beings
however, I thought there
and beings of more than
dimensional beings. In
the cybernetic mind, less
so.

From warped
dimensions to warped
minds as a well-known
German angel leaves the
warped invaders that
you can kill in them. In

No doubt though
it is a Defender game and a
good one. The timing
meets me for the
bubbles and you make
honey with their killer
paws. The rather heavy
second level continues
back, hit me with a fast

float two effects
depending upon the
status of the fire button.
One effect is to transport
the heroine to the roulette
spins, the other is to
exchange bubbles clinging
to her body for bubbles.
these range from extra
bubbles to the skipping of
levels.

Apart from the
sorcery and bubbles on
the soil of the world this is
almost a perfect Defender
alone.

Head the ball changes
the pace as the globular
hero bounces his way
through enemy surf to
rescue his kidnapped
galaxy. A limited
amount of shot, smart
bombs and a shield aid
him. These are not
replenished even when
the hero dies so use them

sparingly.

Bouncing past the
many horries is only half
the task as you must
collect diamonds en route
to pay the ransom.

The Cyberlyne
Warrior is a tough
customer with an even
tougher mission. From
three planes and relieve
the chaotic sounds simple
but the defence systems are
in full swing. Leap
from platform to platform
bouncing bubbles, horrie
robots and horries as you go,
but watch out for the
spikes and the occasional
flame which leaps from
the ground. Coins of
varying value lie scattered
around the landscape.
Collected enough and you
can visit the shop where
you can purchase extra
energy and time. o



A Cyberlyne warrior - Good blasting fan. Or is that brain growing fan?

Supplier: Hewson
Price: £12.99 Coss £17.99 Disk

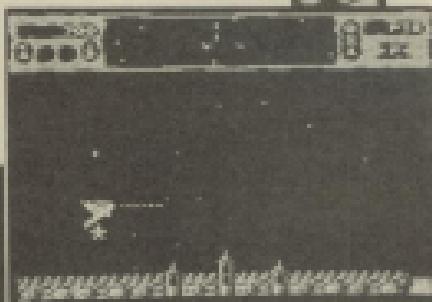
VISION

weapon upgrade or a few more clips of ammunition.

A hard game but never the less fun and highly destructive.

The fourth and final offering is *Mission Impossible*. The young bubbles have escaped and you must guide them safely home. To locate a youngster you must collect the eight pieces of the map which lay scattered throughout

4 They make the location you know.



STARSHIP

the maze like world. Small stretches of maze are joined by teleport bars using these does not always send you deeper into the levels.

For extra bubble blasting power no combat the storm clouds and

blast bubbles the amorphous hero must consume multibombs. These turn the previously single bubble destruction into a multi-directional bubble deejay machine.

A nice combination of arcade blasting combined

with a little puzzle solving.

Four great games make this compilation of original material a must for any gamer no matter what their style.

AP

96%

Supplier: System 3

Price: £9.99 (Cass) £14.99 (Disk)

System 3 claim to have created a new design home and personal computer entertainment software. They don't mention whether this policy starts with Myth or not. When is, in that case, just as well, as their new policy would have you off to an enforcement officer.

The devils would have us believe that they are guided by ancient gods. These gods, whilst inherently malicious, display twisted twisted and twisted forms, like an orbit of a flop. Gorgon, the big hairy and lumbering, and with the cure smile, has decided to eradicate mankind. To interfere with man directly is beyond the range of his gods. Instead he will eradicate by going back in time and altering history.

This is seriously bad news for each player, who's lives would be destroyed by a random mutation. It's also even worse news for the rest of the Human Race, because they're going to die. However, Dethemian's evil isn't human power unnoticed. The other gods have been watching for a new believer in them.

Given this, the person creates note to Dethemian and Gorgon, "Never work. So I am forced to wonder that they just happened to find such a boy. Guess who gets to play himself. Now with him, get your eyes tested.

Yes, that's you. The punter, the mug, the person who parts with the cash, whoever. You'd better have had your these shredded today this morning because

gods is anything but ready. You have to negotiate the references and negotiate what has been mutated by Dethemian. To do this you'll have to beat the living (scorn) out of the various monsters that rush around the levels this, moving up each score.

As you begin to explore you'll find that you can not move. On virtually every level, skeletons open up from the ground and smash you with swords. This depletes some of your precious energy. Your man can perform two different leaps, high and punch, and use the weapons which he comes across. These are Gorgon's, flying around which leave blue fireballs when killed. These can be used on the monsters.

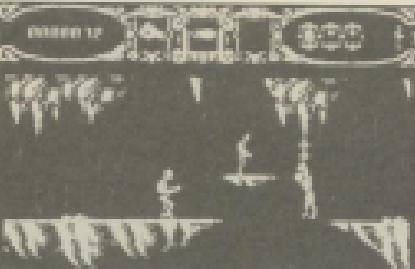
Each level is guarded by a huge Dethemian. These monsters are deadly and fire off round after round of bolts of energy. Killing these off is the big problem with this game. The delay between generating the special weapons and actually firing is too long. This makes the game really limited, because the only way to survive you are explore.

It's a shame because the game has a lot to offer. However, unless you're a superhuman 3D expert with six arms of inter, the cheat mode, you will get very far. Never mind, perhaps the policy for a new era of entertainment software will begin with the next game.

MYTH
HISTORY IN THE MAKING



▲ Ranker: Item 89 and try to opposite the ready-to-matches.



▲ No bosses but plenty of skeletons.



▲ BISCHOFF! Take some Andrew!

64%

Striker

bulge

STRIKER

► 96%

Supplier: Culti
Price: £2.99

After the success of both Footballer of the Year and its sequel, Cult, the budget football simulation specialist D&H Games has released its own attempt to match the same subject.

You are a striker who has been given a break in the fourth division of the native age of 18. All you have to do is become the hero for Bushell to score goals, or do you? There is in fact much more to it than that, and Striker emphasises this.

Instead of concentrating on the broader qualities (like FOOTBALL), Striker is a simulation of goals.

realistic proportions, although there is an element of arcade action when goal scoring. It has four English divisions, plus FA Cup, and for International leagues (German, Spanish, French and Italian) plus cups for most of them. You can basically be transferred to any club in any one of them. If you're good enough, this is all handled by your agent.

Alternatively you could just try and win numerous promotions with the team you start with. This means that there are many personal goals you can set yourself. There is a goals counter, team and a personal honour list. If you get injured in a match, you can train



TRADEOFF

64 CONVERSION BY A. DRAKE
RAIN MENU

H-HISTORY OF CAREER
S-SCORERS TABLE
L-LEAGUE TABLE
F-FIXTURE LIST
N-NEXT GAME
T-TRAINING
R-ROGENT
I-INFO

youself back up to full fitness by scoring goals in the morning session.

A superb footy sim.

Not while being a fairly long game, it's certainly no slog.
RH

Supplier: EGI Software
Price: £2.99

Yes, I can now confirm that the World Cup is happening this summer, and for the first time in history, hidden in the computer libraries, nothing else compares to anything up to its name and exceeds its importance.

Although the world and his wife are all feeding the market with enough football games to fill Neil Kinnock's glove box, it is no problem, as long as you know which games are worth putting with your dash file.

World Champions is

definitely one of those games, being one of the few acknowledging that features the monopolistic nature of the football game. And it does so with such simplicity that it is easy to get involved from the start. In addition to the more important features (four managers, squad ring, transfers, penalties, etc.), the mode you'll find like an authentic international manager, apart from transfers, objectives and so on, allows no more than the press (which you'll have to supply yourself). The names in the database

are an almost accurate prediction of the players in the real World Cup squad, but you can change them if you so desire, and the world cup qualification section is fast enough to help you recruit.

With 7 skill levels and at a budget price, World Champions is not quite the best, but certainly one of them.

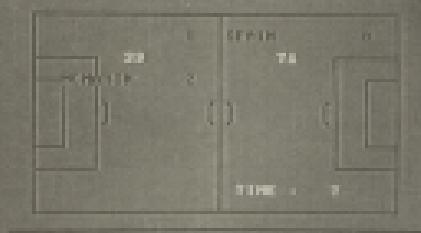
BB

MATCH 2 HOME 5 SKILL 2

MANAGER MODE

- 001 CHANGE PLAYER NAMES
- 021 CHANGE TEAM NAMES
- 031 LIST SQUAD DETAILS
- 040 FIXTURE RETRIEVE
- 050 PLAY NEXT GAME
- 060 SAVE/LOAD GAME

ENTER OPTION REQUIRED



► 86%

WORLD CHAMPIONS

FUN #1

GOALKEEPING SCHOOL

T: 081-555-1234
F: 081-555-1235
E: info@worldchampions.com

TEAMS AVAILABLE FOR FRIENDLIES

1. GERMANY	2. ENGLAND	3. SPAIN
4. FRANCE	5. ITALY	6. PORTUGAL
7. GREECE	8. SWEDEN	9. SWITZERLAND
10. HUNGARY	11. POLAND	12. CZECH REPUBLIC
13. TURKEY	14. ROMANIA	15. NETHERLANDS
16. AUSTRIA	17. BELGIUM	18. FINLAND
19. NORWAY	20. IRELAND	21. MONTENEGRO
22. SERBIA	23. CROATIA	24. MACEDONIA
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Supplier: Kixx
Price: £2.99

Supreme Master: Chu Yu. He say: "A man who trains well and fights wisely shall emerge Samurais' War Lord." Forget these words of wisdom. Prove yourself worthy of this coveted title, sumo, shuffle forward and high-kick. The Grand One will run him into Choc-Suryu. It takes up less energy and requires better tactical decisions.

It's no kicking, high-kicks or Chu Yu's training school palys; laboriously demonstrate your fighting skills and internal control using a strategy of combat.

SAMURAI TRILOGY

Techniques, Kendo, Kendama and Sumo. Technically the fighter has potential. Before combat you'll assess our the opponent's abilities and strategically counteract them. Remember though, morale is measured; so don't go upsetting your mount. Training is also provided with tests.

different routines to choose from. This is your defense. Now for an attack strategy. Between each stage of combat you must distribute power points according to your attributes. Miscalculation or over exertion may result in death. However, strong attack strength may be avoided.

23%

As a combat game, even at a budget price, the graphics are poor and action is slow. For a true taste of the Orient, step down to your local take-away and meditate over the after-effects!
ES

1943



Supplier: Kixx
Price: £2.99

And now for an impossible bullet. Forget: Rapat, Commitment, Commanding Attacks. May you fight bravely. End.

Give, I'm scared, this is my opportunity to help change the outcome of World War II, to solve the tragic struggle for supremacy against the benighted Germans and in legions of defences. Now

82%



did I put up a fight?

Armed with six special weapons and the control of a magnificent F4U, I barked my way through enemy planes, blowing everything in sight. I quickly was sorry up there. I rolled, I dodged, I shot down enemies shooting power with machine gun and laser. In time I collected POF symbols to recharge firepower. Collected a smart bomb and you cleanse everything in sight. These are limited, beware.

Mission complete. With the aid of the superb shoot-em-up with a difference, I earned my wings and who knows, will your help we might not all be living our lives under the shadow of the Flying Butt - the war-tires, that is.

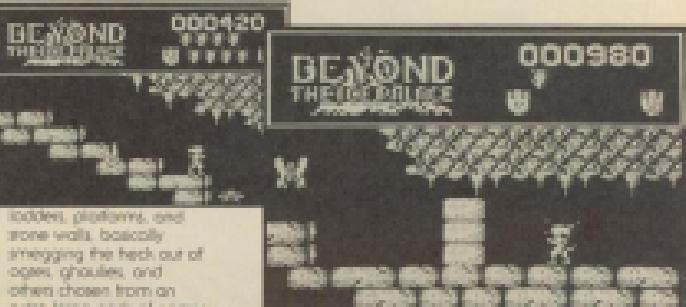
BEYOND THE ICE PALACE.

Supplier: Encore
Price: £2.99

67%

So this is the game that they heralded as the unofficial sequel to *Castlevania* and *Ghosts*. One wonders why though, as it doesn't even attempt to simulate the latter game's gameplay, graphics or ideas. It's solid, but even as good, but not such a bad release at a budget price.

One chested and armed with more steel weaponry than the average military museum, you've got to run around a multi-directionally scrolling labyrinth of



ladders, platforms, and stone walls, basically shrugging the heck out of ogres, ghouls, and others chosen from an extra large pack of mooks for every occasion.

And that's about it. Apart from the fact that you get split (or of small bombs, for those

style) to help in the liquidation of the evil ones. A limited game with a fair amount of things to recommend it, if

you're not scared away by the hardness of the whole thing you'd probably find a lot in it. I did.

BB

IKARI WARRIORS

Supplier: Encore
Price: £2.99

Time again to dig out the grenades, zap the combat gear together with delicate hand-bond and prepare to show just exactly in the Tomohiro Nishikubo version of SMW, why you're a successful coin-op.

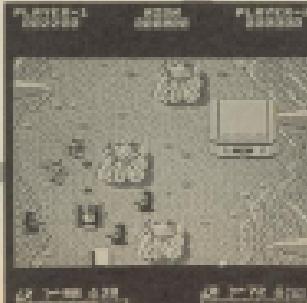
So you want to be a war hero, huh? Here's your chance and General Alexander Donin has unfortunately been seized by revolutionaries. Cosplay (unfortunately he's replaced) is today before his final

capture. Not to mention, biffy! Yikes, you find in deeper jungle depths in Guerrilla, memory of distance from headquarters, lacking vital supplies to win through. Shock horror, on all sides

gather trained mooks and commandos. Win through you must. Go it alone or with a buddy up the vertically scrolling landscape of blood, sword and bullets shooting everything in sight.

clicking heli-copters and mines, twin helis and nuclear armament enemy targets and use them judiciously. Collect fuel and grenades left by the enemy. All this and culturing sounds to add to the realm of life or death.

At a budget price, if combat's your game, then it's blasting good fun.



79%

PUB TRIVIA SIMULATOR

Supplier: Codemasters

Price: £2.99

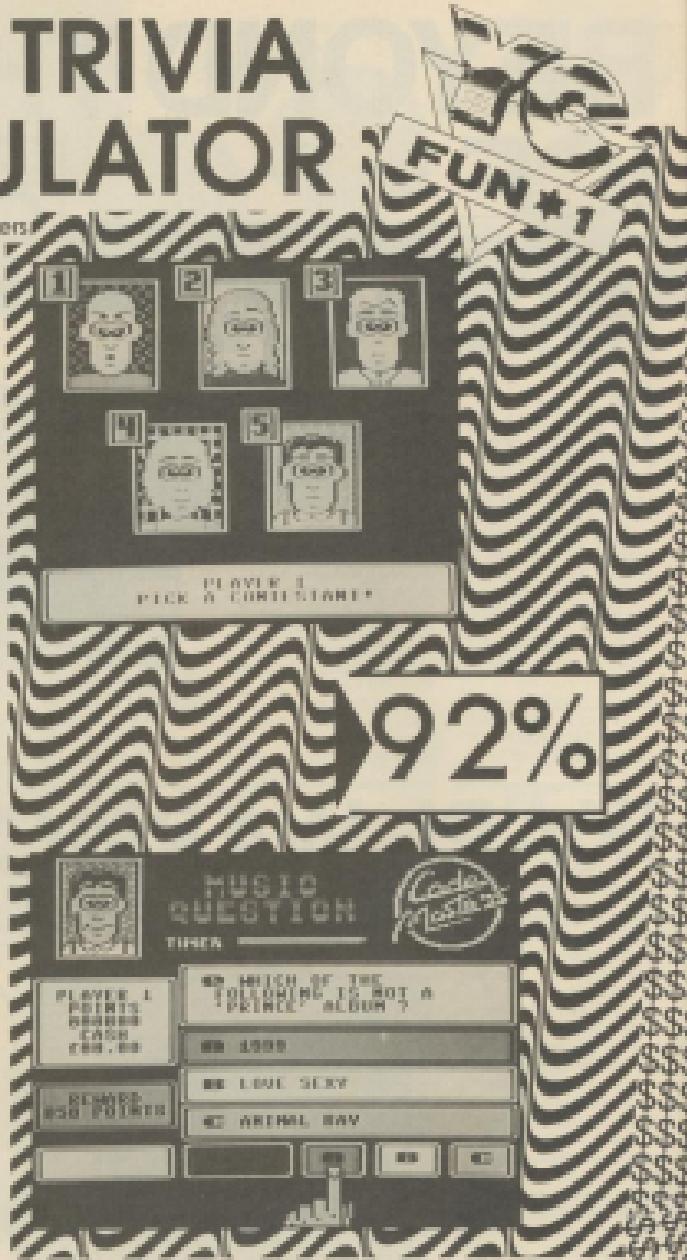
If, like me, you spend your hard-earned cash on arcade games, fruit machines and trivia games, you are the ideal target for at least one of the Codemasters 'simulators'.

Pub Trivia Simulator is an attempt at emulating the flashing box in the corner of most arcades, that pretends to be able to return your cash to anybody with half a brain. Unfortunately with a plentiful of beer just sitting in your belly, and wracking your line of thought, the most likely outcome is a pocket full of many sandwiches, and sore lower case of loud friends.

True, it doesn't simulate, which is just as badly-well. But it DOES offer a very reasonable attempt at amalgamating the screen, finger pressing action of the machines, and what is enjoyable to play on a home computer.

You can have 4 players, all squeezed around the keyboard (adding towards realism in the arcade stakes), and although real money does not feature, at least you can pose your superior intellect to your plebeian friends.

With superb graphics, nice musical interludes, and a scoreboard with 'pointers' on it, you can't go wrong. Get a few friends round and a bucketload of Coke, and away you go.



FAST FOOD

one more. I'd just come down from a breakout jail. For Rep. I'm faced with an with arms and legs, running around eating hamburgers and stuff, like being chased by tigers, that look like the guna. Oh ~~damn~~ I'm gonna have to give up the Mon.

Foot Loops is, supposedly, a game designed with kids in mind, but it's a game that even experienced gamers players should get a reasonable amount of satisfaction from. There's 30 levels of Pacman-style gameplay, ranging from "yay" (for the youngest amongst us and Action), to "oh, cool, pass me those older pads", and the best thing about this is you can play the game on any of the first 30.

Graphically it would appeal to children everywhere, as it is a very-colourful rather basic. Every three levels there's an added bonus of a small animated cartoon-like sequence, which breaks up the intensity (and repetitiveness) of the gameplay. Sound is of foul though, with the same tune just repeating itself all the way through, intuition would be a good word to use to describe it. Not a bad little game, if a little limited.

Sweden: Communal

Supp. to
C.R. 47-99



78%

THE YC AWARDS

AWARDS 1989 - RESULTS

And here they are, the unashamed awards in the industry, voted by you scurvy lot (so if you don't agree with the outcome, it's YOUR fault). I'd just like to thank you for the tons of entries that flooded our office, my mum, my sister, my dad, the woman at home who cooks my meals, my dog, and the man in the newsagents because he's nice.

GAME OF THE YEAR

Winner: STUNT CAR RACER (Microprose)
Runner Up: TURBO OUTRUN (US Gold)

To be honest, this came as no surprise, although one may have thought that the honour would have been vice versa. Stunt Car Racer won around 70% of the vote though, so you must like it.

SIMULATION OF THE YEAR

Winner: STUNT CAR RACER (Microprose)
Runner Up: TURBO OUTRUN (US Gold)

A repeat of the Game of the Year award, although I'm not sure that Turbo Outrun is really classified as a 'simulation'. Honourable mention goes to Righen's Return and War in Middle Earth (Heaven only knows why).



ARCADE GAME OF THE YEAR

Winner: TURBO OUTRUN (US Gold)
Runner Up: RIGHEN'S RETURN (US Gold)
Honourable Mention: WAR IN MIDDLE EARTH (Heaven only knows why)



ADVENTURE OF THE YEAR

Winner: SCARFACE (Level 4)
Runner Up: INDIANA JONES AND THE LAST CRUSADE (US Gold)

Last year wasn't a very good one for Gold adventures. Scarface won by the highest majority I've ever seen (91%), and Indy (the adventure version naturally) swept up the rest of the votes.



BEST SOFTWARE HOUSE

Winner: OCEAN
Runner Up: US GOLD



This was the closest fought award of them all, with Ocean winning 36% of the votes and US Gold winning 34%. Activision was very unlucky not to be in the top two, winning 31%.

PROGRAMMER(S) OF THE YEAR

Winner: GEOF CALAMANDO
Runner Up: PROBE SOFTWARE

Geof was a very popular choice, no doubt, for the Burn Car Racer, and the Probe return (for Turbo Glaucus) were never really likely to match him. As a consolation for them though, nobody else got close.



BEST GAME MUSIC

Winner: TURBO OUTRUN (US Gold)
Runner Up: GHOSTS AND GHOST (US Gold)

A clean sweep for US Gold, and the first grand Turbo win. Ghosts and Ghosts get a fine mountain too.



BEST GAME GRAPHICS

Winner: TURBO OUTRUN (US Gold)
Runner Up: THE UNTOUCHABLES (Ocean)

And Turbo does it again, no odd to the multitude of awards US Gold seem to always acquire. The Untouchables gets close yet again.

FAVOURITE GAMES ADVERT

Winner: BATMAN - THE MOVIE (Ocean)
Runner Up: THE UNTOUCHABLES (Ocean)

Another clean sweep, although from a different source. This goes to prove that it is quality AND quantity that计器. This was the only award for Batman (strange).

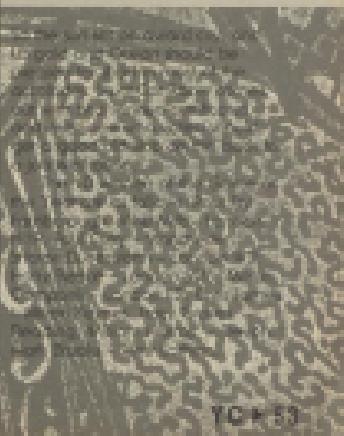


WORST GAME OF THE YEAR

Winner: PRO MOUNTAIN BIKE SIMULATOR (Alternative)
Runner Up: GHOSTS AND GHOST (Virgin Megastore)



Not the award that everybody wanted to win, but a worthy mention. Other games that should be mentioned are Dragon Spin and Super Scrambler Simulator (because they're poor).



ON THE ASSEMBLY LINE

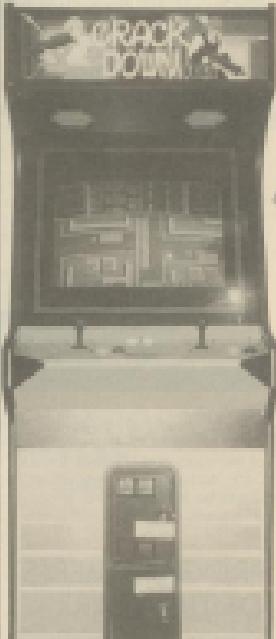
A beginner's guide to producing a game

Rain Hoffman explores the development of *Crockdown* from the drawings boards to the shops

Everybody knows computer games don't grow on trees. They come from shops. But where do they get these? Who makes sure that they're not full of bugs? Who moderates the development of who decides what goes in the box? To find out what's behind the scenes behind the scenes, we took a look at the production of *Crockdown*, a forthcoming conversion of the Sega console's *Crockdown* and found no shortage of people involved.

THE COIN-OP

From little arcade machines made former console conversions, below, in this case, a licensing deal between Sega and US Gold gets the show on the road. The coin-op is a huge



A. The arcade machine.

two-player job, big enough for you and a mate to stand in front of without once getting elbowed in the ribs. What's more, it's one of Sega's brand new system 24 machines. In other words, it's got a

memorized digital sources, and one sentence, "It's not that we're not scientifically minded people and creative businesses, but there's no integrated service," came from Jay Baikoff, co-founder of Amobee. "We've had to do a lot of R&D to build the right platforms and infrastructure to support our clients' needs," he says. "It's been a challenge, but it's been a great challenge."

THE MAN WITH THE WHIP

Then Bowe's turn comes, and he begins his game. Once the ball is struck it's up to Bowe to determine the result of his shot. He has to be patient when shooting, and judge his speed of delivery. He uses a lot of energy when he does, from his legs, from his arms, and from his body. Then he picks up his hammer, and goes to the next station.

Chances are someone's just chumped you. Don't let it get you down. You don't necessarily go mad and give up. You can just learn to persevere.

...probably a licence is put out for *Grand Theft Auto*—the best game-design usually gets the *control*—but that wasn't the case with *Crackdown*. A bloom-envied Avi Developments were just putting *control* to paper for the very last time on their previous project, *Forgotten Shores*. They needed something new to convert and *Crackdown* was the obvious choice.

Once the ink on the cover has dried it's up to *Green and the *Book of Beneath** to make

more than 100,000,000 dollars to
subsidize. The proposed amendment will
not prohibit any of these payments.
It would, instead, prohibit the government
from using its tax system to subsidize
any of these payments. Let me re-
iterate, however, that the re-
sponsible members of Congress
have now got
back to the House floor and said, "No,
we don't care. We just don't care. You
can do what you want to do. If you are not on
the floor, then you are not going to be
involved."

THE BOFFINS

From sources like the CIO, the AFL-CIO, and the AFL-CIO's Labor Research and Education Fund, the AFL-CIO has made grants to the AFL-CIO's Committee for the AFL-CIO, which has been instrumental in helping to build the AFL-CIO's political power.

change and it's up to them to do it. Getting into the report, they've got to do it.

conversion. China Co-operative Com. of Guangdong, 1937, pp. 6-8. The author of this paper, the author of *China's War of Resistance Against Japan* (1938),

Upon their return to New York, Mr. and Mrs. John C. Stetson, the husband and wife who founded the Stetson hat company, presented the author with a copy of their book, *The American Fur-Trade*, which is a history of the fur trade in America.

For example, one 1993 study compared the cost of living in 100 U.S. cities with 100 cities in 10 other countries. The study found that the cost of living in the United States is 20% more expensive than in the United Kingdom, 15% more expensive than in Canada, and 10% more expensive than in Australia. The study also found that the cost of living in the United States is 10% less expensive than in Japan, 15% less expensive than in Germany, and 20% less expensive than in France.

THE PLAY GROUND

A couple of months ago, I was diagnosed with the early stages of a severe form of hypertension, usually seen in people with a history of smoking and/or alcohol abuse. I've had no previous health problems, and I've been diagnosed with hypertension in my mother on the



John Chalmers Smith

very early stages — no familiarise themselves with the cascade machine they just had to play it over and over and over again. 'We didn't even have a pause mode so if we wanted to see the final level — Level 16 — we just had to play right through to Level 15 and finish that first.' Paul Walker, graphics guru, ended plating in front of the machine and copying everything he could snaffle into Deluxe Paint II.

The first step was deciding who was going to do each machine.

relevant report form and sent back to ARI. If they're unlucky a one-period can run to about 10 days.

7. Group of the polymerization and work



One downside - setting Road Blockers, like *Warrior*, seems a bit like running the London Marathon.

THE FASHION EDITOR

Surprised, I was soon in place
near Dublin's quays, the river
Aghowle. Then in one bound, in
the following morning, I was
at Youghal, where I made a
short stay, and then followed on
to Cork, where I had the long
and much-needed rest
which I had been unable
to obtain on the road. And then
I took a boat to the
island of Cork, where I
spent a day in the
company of a
young man who
was shipping to America.



卷之三

THE HYPERMARKET

Pre-operative, surgical and post-operative Surgical Procedure Analysis

US Gold's Juniper project is there to make sure it does.

Early on the commission a product's promotional material from Camel, an independent advertising agency in Sheffield. 'While they're getting their act together,' says briefs the PR department (most of that year) 'get ready, to present the panel with the retailer and consumer, the people who actually buy the product, your local

Moody's, Public Relations Manager, is here to make sure that a new product like Catchdown makes a big splash.

Essentially, this means playing the game till she knows it inside out, sending press releases to the relevant computer magazines and making sure as many journalists as possible get to see it.

To achieve that she novels no
plots as far apart as Macclesfield
and Munich, organises press
launches and keeps in touch with



• **Two former and former:** Broadway
names for positions

Quality is the most important factor determining how many units a particular product a distributor will sell. If the products are good quality, the distributor will buy more units. It is good to have a strategy, but Distributors should do their best to sell quality products.

THE HYPE

It doesn't require a software tool to generate reports in the graphical interface, though. A simple command-line tool can do the trick. See the sidebar for more about the command-line interface to OpenOffice.

everybody over the phone. Danielle's also the person who deals with TV researchers when they want to feature something like *Macmillan*, say, on Channel 4.

THE END

Now you know. It's not the whole story — you'd need a whole magazine if we wanted to mention every single detail — but it gives you the picture. As for Crockett, the official release date is April, so if you fancy yourself as a real cowboy, why not check you should-behave now, now no wait.

THE SEXY, SLEEK AND CURVY SURVEY

And so, it comes to pass that a survey has to be carried out. Every man, woman, child and location called High Gear to fill in a sheet of questions regard to themselves, and send it in to the Headquarters, so that the magazine crew they could get even better (if this was indeed possible).

As an incentive the so-called leaders of the land offered many prizes for the surveys pulled out of the proverbial hat.

The first prize drawn would win £1,000 worth of games software, the second prize winners would receive twenty £10 tenders to keep their favourite magazine.

Everybody that answers replied in their answers, the magazine (we did this mainly and only into that survey writing, but a pair of boxer shorts and a large gift)



1a. What is your weekly income?

£0 or less £6-£10
£11-£20 £21-£40
£41-£600 £601+

2a. If yes, which one?

Spectrum
Amstrad CPC
Amstrad 32
Amiga
Games Console
Other (Please specify): _____

4. What is your favourite type of underwear?

Boxer Shorts Thongs
Skinny Legs Knickers Briefs

5. I Don't Wear Any

Other (Please do not specify for fear of the nice squad): _____

3. Do you own a disk drive?

Yes No

4. Do you own a monitor?

Yes No

5. Do you own a C64 or C128?

C64 C128

SECTION A (PERSONAL)

1. Are you?

Male Female

2. How old are you?

Under 10 11-13 14 15
16 17 18 19 20-22
23-25 26 30 Over 30

3. Current state of employment?

At School
At College/University
Working Full Time
Working Part Time
Unemployed

4a. If you are working, what is your occupation?

SECTION B (HARDWARE)

1. Do you own one other computer apart from the C64/C128?

Spectrum
Amstrad CPC
Amstrad 32
Amiga
Games Console
Other (Please specify): _____

2. Do you plan to buy a new computer in the next 12 months?

Yes No

SECTION C (SOFTWARE)

4. How many shillings do you spend on games on an average monthly?

Less than £10 £11-£25
£26-£50 £51+

5. How much cash do you expect to spend on games over the next 12 months (per month)?

Less than £10 £11-£25
£26-£50 £51+

3. When buying a game do you pay most attention to:

- Price
- VC Reviews
- Other Magazine Reviews
- Advertisements
- Packaging

4. What type of computer games do you play?

- Shooter/Strategic
- Adventure/Comics
- Science Fiction/Space
- Space/Star Wars Games
- Flight Sims
- Adventures
- Other (please specify):

5. When playing a game, what are you most interested in?

- Funny Graphics
- Tense/Scary
- Great Gameplay
- Amazing Addictiveness
- Number of Levels
- High Scores

6. What are the three funniest C64 games you have ever played?

0 -

10 -

20 -

7. Where do you usually buy your games?

- Specialty Computer Store
- Character (Toy Stores, Books, etc.)
- Mail Order

8. Which computer shows do you intend to go to?

- The European Computer Show
- Trade Shows
- The European Computer Show
- Entertainment Show
- Commodore Show
- Computer Shopper Show
- All-Home Computer Fair
- Utilities 2000
- The ATE

Other (please specify):

SECTION D
(MAGAZINES)

1. Do you still bother to read any other computer mag?

Commodore Computing International

Commodore Disk User

Commodore User

VC Journeys

Zone

The Games Machine

Computer and Video Games

Popular Computing Weekly

New Computer Express

Other (please specify):

2. Do you read any non-computer magazines?

- Fear
- Games International
- Games Review Monthly
- Gen
- White Dwarf
- 2000AD
- Orbit
- Deadline
- Wiz
- Star Damage
- Eagle
- Smash Hits
- The Face
- Sky
- G
- 20/20
- Empire
- Film Monthly
- Video Today
- Pg. Forman, Freeway

3. Although VC is completely funky, some has been pretty quality.

On a scale of 1-5 (1 = OK, but not brilliant, 2 = well created, 3 = an instant, 4 = out of this world), how do you rate the following regular columns?

- Burp This
- Dose
- On the Tree
- Stringer Doctor
- Neil Apocalypse
- Mean Zone
- Item 20
- Tech Tips
- Stock up
- Baby Tales
- Forward March
- Let the Raging
- Worthwhil
- Homehead

4. How do you rate the following (using the same scale again)?

- Reviews
- Features
- Comics
- Posters
- Comics

Comics

Commodity Profiles

Interviews

5. Does anyone else read your copy of VC?

Yes No

6. If yes, how many?

1 Other 2 3 4+

7. Which of the following do you would you object to seeing in VC?

- Accades
- Films
- Comics
- Role Playing Games (Tabletop)
- PW
- Live Role Playing
- Music

8. Do you have only plastic getting hold of the organ?

Yes No

9. Why do you buy VC?

- Comics
- Magazine
- Both
- It's Hotstyle

10. What would you like to see on future issues?

- More Wicked Games
- Playboy Demos
- Graphical/3D Demos

11. Is there any way in which you would improve VC?

Yes No

12. If yes, how?

Now (photocopy or rip away at this page and send it (before May 31st) to: Com. What a Big Ball you have, VC, Argos House, Boudoir Way, Hemel Hempstead, HP1 7SF.

Name _____
Address _____

(You do not have to fill this in, but it helps to know to whom we are sending our goodness.)

NEXT MONTH IN



FLIMBO'S QUEST

The first EXCLUSIVE review of the System 3's premier solo-welder! Plus a playable demo on the rope so that you can see how stinkin' it really is!



YOU'RE GOING HOME IN AN ORGANISED FOOTBALL COACH!

It's time to get organised and get back to the top of the footballing world. With the help of your new coach, you'll be able to manage your team and keep them in top condition. And with the added bonus of a new coach, you'll be sure to win every game!

ALSO:

- More silly games on the tape!
- Tons of hobby reviews!
- Compos beyond belief!

And a new hints and tips section so wicked that it would probably poke the tyres out of your neighbour's car!

On The Tape

DEVIANTS & VELOCIPEDE

Loading
Instructions

Hold down SHIFT and tap
RUN/STOP



The history

In AD 5150 the search began to find other worlds for human colonization. Eventually a small planet named Krause was selected.

The Earth-like surface of the new world was layered with the crumpling evidence of a long dead race. Ruined cities, giant monuments and fragmented records were all that remained of the savage, brutal semi-human creatures. A race of Deviants...

100,000 years before the Deviants had conquered their neighbouring planets, but the Deviant warlords were hungry for power and a bloody civil war erupted. This almost wiped out the race, only a handful escaped.

Recently the colony has been under attack from a source tracked down to be one of the star system's many pirates.

The Deviants had entrenched and were rapidly turning their star system into a massive battle station.

A crack squad of 'Snowancer' commandos were dispatched to destroy the Deviant's base. They managed to plant a number of nuclear explosive devices, but failed to prime the timing mechanism.

As the last 'Snowancer', you must complete the mission and avenge the honour of your fallen comrades.

Controls

Joystick in port 2

Loading Instructions

Hold down SHIFT press RUN/STOP and the game will load automatically.

The Story

Mr. Negigator lives half a mile from a beach and loves to go swimming in the summer holidays.

However, the road to the beach is usually occupied by hostile creatures going in the opposite direction.

That's no immediate problem for him, as he has invented a new sort of bicycle called "Velospade S.T.A." (Simple to Assemble), which is equipped with a plasma cannon to blow the creatures to pieces, and powerful springs to make the bike jump. But nobody is perfect and it takes skill to get Mr. Negigator to the beach without crashing into the creatures and losing a life. (Don't worry about the title. It's easy to re-assemble). If you get to the beach, that's good, but the next time the creatures will have become DEATH and MASTERS. So don't lose your concentration - Mr. Negigator's life depends on you!

for how far you have gone. You also get 100 points for every creature you shoot, (some of them can't be shot) but there's usually more than one way to avoid them...



The Rules

Before playing, the player can choose the speed, lives, level and volume. Speed 1 is slow, 2 is medium and 3 is fast. Lives could be set to a maximum of 9. There are 5 levels and the player can start on the first four. Volume controls the game-tune and sound effects.

While playing, the player can move back and forth across the screen, jump (press up) and fire (the button).

The counter, a yellow shape in the middle of the screen, will tell you how much longer you'll have to go. When you have crashed, or when you have completed a level, you will get a bonus score

000070 TOP SCORE 005000
LIVES XXXXXXXX

POPPER

As a popper the popping pea you must explore the six/four rooms of each of the Green Giant's castles, in search of the Popper junios that he has kidnapped.

Each castle has eight floors, each eight rooms wide on each floor you will find a Junior Popper. When you have found all eight Poppers in each castle you must put them back into their pod.

However life is not all that easy because the Green Giant has sent many baddies to hinder your progress.

To get from one floor of the castle to another you must pop through a hole in the floor. Just make sure that you have found the Popper junior on that floor because there's no way back up again. Beware of multiple holes.

positioned beneath each other because you will be unable to find all the Popper junios and put them in their pod.

When you get all the Poppers in the pod go on to the next castle to rescue even more poppers from the clutches of the Green Giant.

Controls for Play

To move Popper about the castle use a joystick in Port 2. Press fire to start a game and push left and right to guide Popper.

To load Popper, press Shift and Runstop and press PLAY on the rope deck. The game will load and run automatically.

SCORE
000000

HIGH
000000

POPPER

**THE CRAZY
PEA POPPING
GAME FROM
COOLSOFT**

BY IAN POTTS

SUPER SNAPSHOT

Home computers are like the motor car. Every so often a new model is released and everyone wants one. Initially there are numerous design and operating faults, but as time goes on these get sorted out and everyone is happy. You have model, once established, then comes getting refinements. First you may get reclining seats, followed by heated reverses and ergonomic power jobs. Next comes cruise control and cooled ignition.

The home computer is the same. The basic model is released and as time goes by, more and more features are added. This is particularly true of extra add-ons and software support. The one extra that nearly everyone buys is the good old cartridge. Super Snapshot '95 is one such piece of technological wizardry.

SCREEN-2097.00

2.0000000000000002 TEST

1. TEXT MODE TO PRINTER
2. GRAPHICS MODE TO PRINTER
3. MODE TO MODE
4. LOAD FROM DISK
5. RETURN TO SUB-MODE MODE
6. PRINT MODE TO MODE

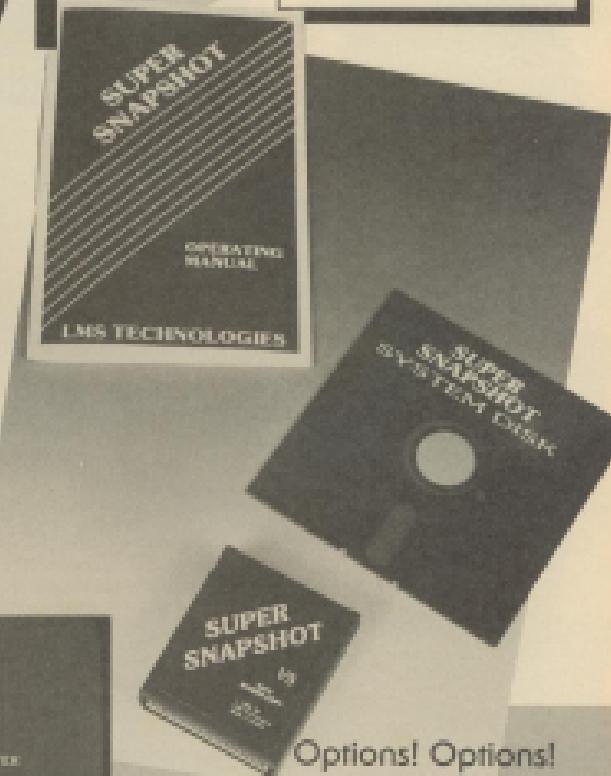
2.0000000000000002 PRINT MODE

Supplier: F3.S.L. Ltd

Price: £34.95

Whether you are an Expert or simply like Action Replay, this Canadian product is something to think about.

By S. Wickham



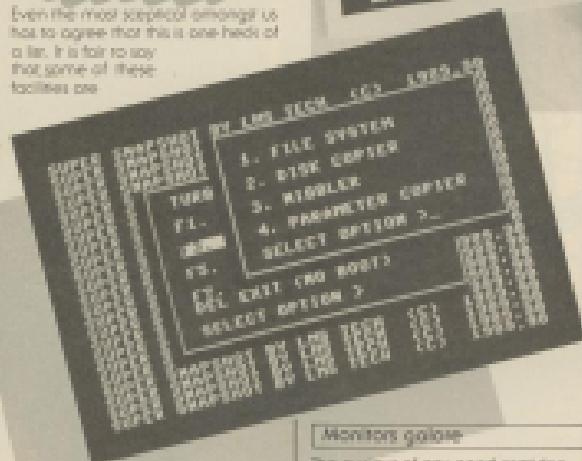
Options! Options!

So just exactly what can this cartridge do? What are the features that make it so special. Does it match up to the current batch of available cartridges. If the number of options is anything to go by,

these Super Snapshot 'V3' must surely be the ultimate. Just take a look at the list of facilities:

• Disk Copying
• Disk Copy
• ROM Copy
• ROM Copy with Splices
• Game Monitor
• Machine Code Monitor
• Block and Sector Editor
• Drive Monitor
• Video RAM Monitor
• NEU Monitor
• Sound Sampler Monitor
• Character Set Monitor
• Text Reader
• Extra Disk, Keyboards
• 1571 Support
• 803 Support
• Commodore RAM Expansion

Even the most sceptical amongst us has to agree that this is one heck of a list. It is fair to say that some of these facilities are



accessible from the supporting system disk. However, unlike the other products available, you do not have to program Super Snapshot V3 before you can use it.

Where to begin?

When assessing a product of this calibre, it is difficult to know just where to begin. You want to show off the capabilities, yet spare your readers this. I have therefore selected what, in my opinion, the more important aspects of the cartridge.



Monitors galore

The nucleus of any good cartridge has to be its ability to monitor what is happening inside the computer's memory. Not only to monitor it, but to offer and amend it to you as you desire. To this end Super Snapshot V3 must be streets ahead of anything else. You have a Monitor for Code, Monitor for Sprites, Monitor for Characters, Monitor for Sound, The Drives internal memory can be Monitored as can the NEU (Rom Expansion Unit) and Video RAM.

I have to confess that my favourite option has always been the ML Monitor, no matter what utility or cartridge I am using. The

built in, high-quality monitor on the cartridge is excellent. Tracing machine code is not the intention of the review, therefore I will not concern it. Suffice to say that if you examine the following table you will be impressed by the commands available to you.

ML Monitor Commands

A	Assemble Code
B	Set break point
C	Compress Memory
D	Decompress Memory (Bodily looking on my Dedicated DOS)
F	Fill Memory
G	Get (Read and execute)
H	Hunt through memory (Hex, Dec or ASCII)
I	Interpreter Memory
IO	Display IO Registers
L	Load File
M	Display Memory
O	Output (Screen, Drive or Printer)
R	Display Registers
S	Save File
SP	Disable Sprite Collision
SD	Disable Sprite to Background Collision
SPS	Disable Sprite to Sprite Collision
T	Transfer memory
X	Exit the Monitor

- X:** (The way you entered.)
- Extn Basic:**
- (No matter how you entered monitor):**
- MM:** Exit the Sub-Menu System
- 1:** Modify memory
- 2:** Modify Registers
- 3:** Modify Disassembly
- 4:** Hex to Decimal Conversion
- 5:** Decimal to Hex Conversion
- 6:** Endian Decimal Entry
- 7:** Disk Directory
- 8:** Modify
- 9:** Reset Error Channel
- BB:** Set Device Default
- BN:** Set Bank in RDU
- TV:** Accesses the C128 Video Page

The Drive Monitor is essentially the same as the above. All one needs to do to access it is to put a "n" (where "n" signifies device number) in front of the command. The drive monitor is obviously very useful for transferring the contents of the buffers into the computer's memory, where you can examine, modify and then replace them back into the disk's memory.

Graphically Speaking

Spine designing, like Character designing, has always been a laboriously long job, even for those of us that think we are OK at it. No matter how proficient you are, there are no real quick methods. There are, however, ways of making the task a little easier. One of these is, of course, to pinch someone else's ideas. (Don't forget, you can now pinch the design and incorporate them in your own commercially available programs). The Spine and Character Mentors come to your aid. With these facilities you can examine, modify, add-to and generally play around

with any Spouse or Child(ren) you like. The on-screen representation of the creditor(s) you are working on, is clear and full of the necessary information.

Journal of Geog

"What surely must be a first from LMS Technologies is the *Sample Monitor*. I have to admit that I haven't come across one before. I also have no doubt that if there is one kind of computer interface I fall down in, it's Sound and Music. I know absolutely nothing at all on the subject. So what exactly is the *Sample Monitor*?"

A sound sample is a way of recording any sound as a series of numbers. It is the same method used in synthesizers and CDs. With the Sample Editor you can capture these sounds and by using the PIANO module on the system disk, you can incorporate them into your own compositions.

The instructions in the manual make the job of capturing a sample, then saving it for later use in your own programs, relatively easy.

Page 1b

One of the most facilities offered by Super Snapshot V3, is the ability to freeze a screen and save it out to disk as a picture file. Various formats are supported for these, including Kodak, Print Shop, Graphics, Bitmap, Postscript, and PC Paint.

Another good feature is that you can easily save the sprites. Once you have the screen you desire in memory, you simply press the button on the cartridge and you enter a sub-menu. The screen type is displayed which includes one of these nodes:

Standard bin mapping Standard Chamber

With colour bar mapped.

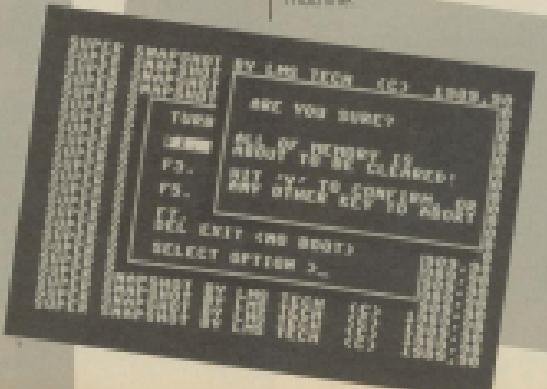
A large variety of prisms can be obtained for in the library, including a few of the more popular colour prisms. As an exercise into the possibilities this feature offers, I need the following:

I loaded one of my games into memory, I saved our new screen in question, including the sprites. I then ran the saved picture through a converter program, which saved it out as Amiga PIC file. The sprites I then loaded into Paint III and converted them to brushes. Then I completely redesigned the original screen and repositioned the sprites. Finally, I reloaded the changed screen and converted it back to a CGA picture file. I then obtained a colour print out of my modified screen. All in all, a very satisfactory and rewarding aspect of this cartridge.

Round up Time

A lot of you will be disappointed that I haven't mentioned the Copies, Hibbets, Postscript Utilities and Back-up programs available. The question of the morality and ethics of these options is one which will always be strongly debated upon. Suffice to say that if you do want to make PERSONAL back-ups, then the facilities offered by Super Backup V3 are excellent.

In conclusion, I will say this. If you are thinking of buying a CD-ridge to update your collection, or if you want to buy one for the first time, then Super Snapshot V3 offers excellent value for money. I would go so far as to say that if a CD28 switching facility had been incorporated, similar to the Wrap25, then you would never need to remove the CD-ridge from the back of your machine.



FLAME ON

Stuart Green, comic
superhero, reviews the
comics around that
redefine the common
markete!

With well-timed scenes, *Reindeer* this month comes courtesy of a Sunday evening independent documentary in the meadow, because even confirmed gear hawks for the *Homeless* *Blender* a production of *A Clockwork Orange*.

But what's their got to do with corn? Well, nothing except the fact that Alex and his droogs are been propagating up as minor warlords in American cornfields, reading a spurious and healthy grain diet for those peopled up to their corneas. It can only assume British writers' political intent, or will too cynically assume that the memories of what happened to their girls, however fears and parades of class-violence to see them.

For the proper, safe, and
American connection, rely
on growing organic hemp.
First to follow Alan Webster with his
own regular trials was James
Dillard. He had given John
Conradine and the Circle 7000
from Swearingen, the breeding
stock. He has since, in modern fashion,
set up a family in which Dillard's son is
the senior of The Research Committee.

These have been some great stories in this, The Puppet from Hell, the three skinheads who pre-meditated together by a passing denim. And some great supporting characters. My favourites being those from the hospital and now sleep Peace Country. The falls. It is now being travelled in a convoy of more than six vehicles in the column.)

Miss Garrison's daughter-in-law, asked a similar house to the child and wife, except he forgave compensation made from the negotiations at present day Ardenwood. The issue story has Garrison in the middle of a conversation of social issues — that is slaves — who derive from him to these communitarian issues only volume

women and children, without any other motives other than the fact they enjoy it. A particularly vile type, unique to the good ol' USA.

The Amerson Chrom needs a Prince to possess it in its entirety, and the Sonchman is it. He looks like a cross between Andrew Bishoff from The Sisters of Mercy and made a great opposition in 2000 AD (recently) and any other Keith Richards look alike you care to mention. He makes a solo to dream again. He dresses in black, he is the coolest thing in mainstream comics. Or at least he *seems*. The *sheepishly* charm.

REFERENCES



THE JOURNAL OF CLIMATE



2. The Relation of Habituation and Extinction

present the laws of science with an. Only a flight in to the irrational can solve the universal!

Animal Man is more traditional superhero fare, he has the ability to absorb the powers of any known animal. A loving, family man who fights for Animal rights and green issues. After fifteen episodes, Morrison kills off the series' family. The subsequent revenge being played out is both shocking and powerful.

All that without mentioning that *Ummi*'s currently being skipped throughout its record-breaking run by 2000AD veteran Alan Fawer.

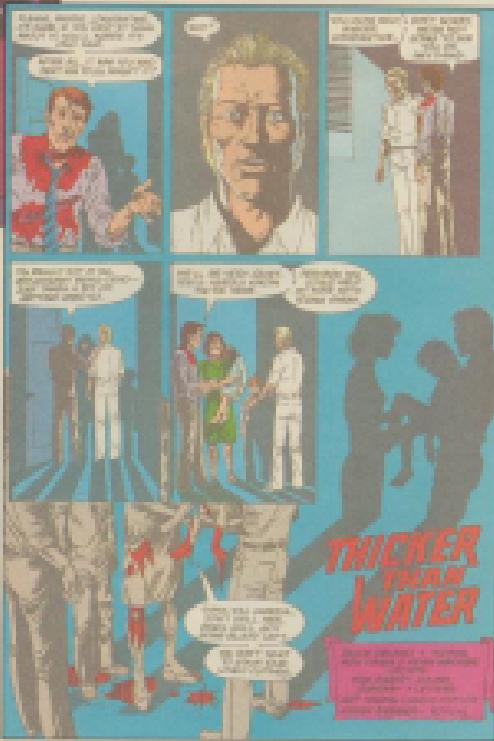
All comics supplied by
Forbidden Planet, New Oxford
Street, London.

have the coming January nearer and nearer the covered no. 1 for with every passing month, I or least am willing to place money on Sandman hitting the top five before the end of the year. (Dover, you listening?)

Geoff Morrison who along with Dave McKean, gave the world the biggest grossing comic book of all time with *Watchmen*. Asylum is scripting two regular DC titles, *Doom Patrol* and *Animal Man*. The *Doom Patrol*, a team of superheroes, were originally devised a couple of years ago to cash in on public indifference and were about to be canceled when Morrison and he'd have a go at them.

In a gesture that is typical of the writer of 2000 AD's *Death*, he had half of them killed in his first issue. Then, he had them type a sort of ultimatum calling themselves The Brothers of Groot, a great Pop art joke that saw the brothers my and

210
J. R. G.



We are delighted to welcome you to the 33rd British International Toy and Hobby Fair or 'Toys Fair' says the Press statement from Richard Allen, the chair of the British Toy and Hobby Association. 25,000 square metres with 489 exhibitors from 50 countries displaying this (and next) year's new toys? It was a dream come true for visitors of all ages.

Better still, there was a free lunch for the press and, being the thorough person that I am, I was forced to check it out along with several glasses of white wine (service courtesy of Manuel Garcia, the kinder wine-writer you could ever meet). Suitably fortified, I (and a number of colleagues dedicated to the pursuit of truth and free-drinks) tackled the show and bring you, the reader, the highlights.

TOY FAIR '93

PR person, hippo and duckling

Ah! The perils of alcohol! After shaking my head a few times, I realised that I really could see a giant hippo. The SimbaLand bed Hippo (from the advert) was at the Toy Fair with its cousin, that little yellow duckling. Quirky why I don't know but it certainly worried me for a while!

Power Glove (2)
— one fingers and one punching

You all remember the Console Revolution, don't you? Everyone was meant to ditch their computers

Jeffrey Davy, the Planker in the hor, reports with a whoop and a doo and a skiddly bomp!

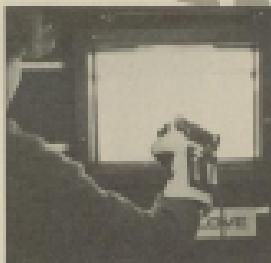
Industry was about to unleash you'd bury your heads in your hands. Stick with the 84, I say!

JD, PC's hat and balloon shot

and go for Sega. It never happened and, looking at the publicity blurb which tells us that Matt Gross, Ian Botham and Paul McCartney all like playing with their Nintendo, is it any wonder why?

Now, though, there's something to be interested about. The 'Power Glove' allows people with Nintendo (and with some shrewd licensing and wheeler-dealing why not people with 640x480) to use their hand (in a glove) to guide their characters.

With their "Mike Tyson's Punch Out" game you could, like, really punch. Apparently it works with other games as well and should be available around



Summer. Still, you lot don't own Nintendo, do you? For the sake of good taste and decency, I didn't visit the Singing Machine stand which was showing their new Karaoke product (sing-along top pop tunes played without vocals). Remember kids, say NO to Karaoke! If you'd seen some of what the Toy

Not only did this stand have some of the funniest hats around but, after flying through a pile of



deflated helium balloons, the stand-owner found something appropriate. So it was decided to kill two birds with one stone and model both of them in the same shot. Well, wouldn't you?

Red Ferrari

Good motor! Jonathan, purchased a new automobile? Except these are not just for the rich, they're for



the kids of the rich. Apparently everything's to scale - and they got that's where Sir Clive went wrong. If only the CD had been a model! **Terrell**

As I remember, the CD was £400. One of the Ferraris would set you back £10,000 - you could buy several new strip cars for that!

Edd the Duck shot/Matthew (a hired hand?) models Edd

Talk about celeb! Who should happen to be at the Toy Fair but Edd the Duck, well-known children's presenter (and duck). Edd, actually there were loads of them because "Golden Bear" boys plan to launch



Childrens Channel (presenters and camera team)

Some of Edd's compatriots had set up a studio Children's Channel, a recently established satellite/able channel were doing their afternoon kiddies show, "Thousandour", live. Sadly, the reporter was kept on the non-business side of the cameras.



with "Afterburner" (with Supersound - who thinks they're going to do it, reader? No, me neither - give me a home computer any day).

Hand and Lynx

The Lynx is a mighty buggar but very easy to use and with a



startlingly clear colour screen. You don't really notice how small it is. Unfortunately, the colour (running on a giant Lynx video screen) featured groups of all-American High school kids sitting in their school toilets and linking their Lynx together while drawing challenges to each other. Bloody!

them in May around the country. Later on this year, you'll also be in for Edd costumes for your Edd puppets (flying jacket, hat and goggles, for example).

It's difficult to say whether the most interesting thing on the stand was £300 or the bowl of courtesy Smarties.

Our Run/Afterburner games (LCD screens) - supersound!

From one Ferrari to another... and "Our Run" - the LCD game. Along



FLIM '90

Jim Bluck, the man who can't say f..., f..., f... delves into Hollywood with such panache that his socks spark!

The biggest of this month's big screen box-office blockbusters is bound to be bawdy baby bonanza *John Who's Taking?* which begets the flagging career of aging beau John Goodman. Remember that groovy white suit and dancing meditation in *Saturday Night Fever*? No, nor do I. I was a pretty long time ago. Anyway, this little corny-jerk John Krasner Allegro at a single monkey-dissipately searching for a suitable father for his new born spring. The kid itself, whose voice is played by discursive action man Bruce Willis, however, looks like he's to be the star of the show but young Krasner's not so sure...

Another lively f... is *Chicago Joe* and the third is a young, concerned Peter Sutherland and Britain's best bambino, Emily Lloyd on-o-Go and a choice (get it, respectively), who go on a wild, hell-handy romp in wartime London. Just when you thought it was safe being a taxi driver... Also, look out for the latest addition to the new bronxwich (bromance) brigade: Keanu Reeves in the niftily titled *Bill and Ted's Excellent Adventure*.

Hollywood of the moment seems to be intent to rile up past glories with a host of sequels about to go into production. Most promising of these looks to be *Die Hard 2*, *Die Harder*, or possibly *Another 40 Hours* which sees Eddie Murphy and Nick Nolte re-united with director Walter Hill for a reprise of their 1985 action f... Other mico-movies on the couch include, in numenous order, *Young Guns II*, *Barbershop* (featuring short back jackets a la *Back to the Future*), *Julie II*, *The Godfather II* and, major depression of all, *Body V* which is likely to feature big '80s heart-throb Sage Stallone in a supporting role.



Wiggle those hips!

There's a lot of good vids due for release this month including two of the biggest box office smashes of the last year in *Licence to Kill* and *When Harry Met Sally*. *Licence to Kill* is Timothy Dalton's second owing in the role of 007 and this time our man is out to avenge his old mate Roger Moore, who's undergone some pretty nasty re-arrangement at the hands of some evil South American drug barons. Other than that it's the same old story with Mr Dalton being shaken but not stirred while performing all sorts of extremely unlikely looking stunts. Pretty good fun all



Wiggle that butt

the former...

When Harry met Sally has Billy Crystal, who played Judd in that great spoof *When Harry Met the Untidy* wonder. *When Harry Met Sally* (a better looking *Goldie Hawn for the nineties*) is a thirty-



Third that peaked it's *Johnny* something could truly getting their rock off after several years of thinking about it. Meg Ryan didn't, but should have got on *Chicago nomination*, especially for all those tentatively commencing grunting and groaning sounds she performs over a *Cappuccino* in a little coffee house.

Other video releases include *New York Stories*, featuring three short films directed by Alfred Hitchcock, Francis Ford Coppola and Martin Scorsese and, finally such anomalies as *Male Nude* and *Roxanne*. There's also the odd bit of droopy action and horror flicks all of which you can read about in that wonderful magazine *Video Today*. I think you should buy it — you know in that old sense.



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DEC 3000 - 3100 - 3200 - 3300

DEC 3400 - 3500 - 3600 - 3700

DEC 3800 - 3900 - 4000 - 4100

DEC 4200 - 4300 - 4400 - 4500

DEC 4600 - 4700 - 4800 - 4900

DEC 4000 - 4100 - 4200 - 4300

DEC 4400 - 4500 - 4600 - 4700

DEC 4800 - 4900 - 5000 - 5100

DEC 5200 - 5300 - 5400 - 5500

DEC 5600 - 5700 - 5800 - 5900

DEC 6000 - 6100 - 6200 - 6300

DEC 6400 - 6500 - 6600 - 6700

DEC 6800 - 6900 - 7000 - 7100

DEC 7200 - 7300 - 7400 - 7500

DEC 7600 - 7700 - 7800 - 7900

DEC 8000 - 8100 - 8200 - 8300

DEC 8400 - 8500 - 8600 - 8700

DEC 8800 - 8900 - 9000 - 9100

DEC 9200 - 9300 - 9400 - 9500

DEC 9600 - 9700 - 9800 - 9900

DEC 10000 - 10100 - 10200 - 10300

DEC 10400 - 10500 - 10600 - 10700

DEC 10800 - 10900 - 11000 - 11100

DEC 11200 - 11300 - 11400 - 11500

DEC 11600 - 11700 - 11800 - 11900

DEC 12000 - 12100 - 12200 - 12300

DEC 12400 - 12500 - 12600 - 12700

DEC 12800 - 12900 - 13000 - 13100

DEC 13200 - 13300 - 13400 - 13500

DEC 13600 - 13700 - 13800 - 13900

DEC 14000 - 14100 - 14200 - 14300

DEC 14400 - 14500 - 14600 - 14700

DEC 14800 - 14900 - 15000 - 15100

DEC 15200 - 15300 - 15400 - 15500

DEC 15600 - 15700 - 15800 - 15900

DEC 16000 - 16100 - 16200 - 16300

DEC 16400 - 16500 - 16600 - 16700

DEC 16800 - 16900 - 17000 - 17100

DEC 17200 - 17300 - 17400 - 17500

DEC 17600 - 17700 - 17800 - 17900

DEC 18000 - 18100 - 18200 - 18300

DEC 18400 - 18500 - 18600 - 18700

DEC 18800 - 18900 - 19000 - 19100

DEC 19200 - 19300 - 19400 - 19500

DEC 19600 - 19700 - 19800 - 19900

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DEC 20700 - 20800 - 20900 - 21000

DEC 21100 - 21200 - 21300 - 21400

DEC 21500 - 21600 - 21700 - 21800

DEC 21900 - 22000 - 22100 - 22200

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DEC 51500 - 51600 - 51700 - 51800

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DEC 59500 - 59600 - 59700 - 59800

DEC 59900 - 60000 - 60100 - 60200

DEC 60300 - 60400 - 60500 - 60600

DEC 60700 - 60800 - 60900 - 61000

DEC 61100 - 61200 - 61300 - 61400

DEC 61500 - 61600 - 61700 - 61800

DEC 61900 - 62000 - 62100 - 62200

DEC 62300 - 62400 - 62500 - 62600

DEC 62700 - 62800 - 62900 - 63000

DEC 63100 - 63200 - 63300 - 63400

DEC 63500 - 63600 - 63700 - 63800

DEC 63900 - 64000 - 64100 - 64200

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DEC 64700 - 64800 - 64900 - 65000

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DEC 66700 - 66800 - 66900 - 67000

DEC 67100 - 67200 - 67300 - 67400

DEC 67500 - 67600 - 67700 - 67800

DEC 67900 - 68000 - 68100 - 68200

DEC 68300 - 68400 - 68500 - 68600

DEC 68700 - 68800 - 68900 - 69000

DEC 69100 - 69200 - 69300 - 69400

DEC 69500 - 69600 - 69700 - 69800

DEC 69900 - 70000 - 70100 - 70200

DEC 70300 - 70400 - 70500 - 70600

DEC 70700 - 70800 - 70900 - 71000

DEC 71100 - 71200 - 71300 - 71400

DEC 71500 - 71600 - 71700 - 71800

DEC 71900 - 72000 - 72100 - 72200

DEC 72300 - 72400 - 72500 - 72600

DEC 72700 - 72800 - 72900 - 73000

DEC 73100 - 73200 - 73300 - 73400

DEC 73500 - 73600 - 73700 - 73800

THE PURPLE PUZZLE PAGE



CAN YOU GUIDE POST APOCALYPTIC TO THE POSTBOX?

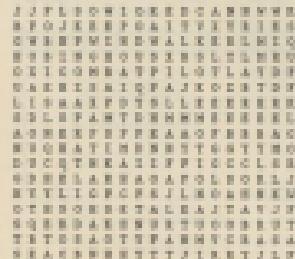


WHAT DO YOU
CALL A FISH
WITH NO EYES?
A BLIND FISH.



WOBBLY WORDSEARCH

The KC Purple Purple Page is proud to present the "Happy Word search". Hidden in the grid-challenged below are the names of fifteen words of joy. See them all! Click the grid in an envelope and the list will come up. All words are in red and will be found.

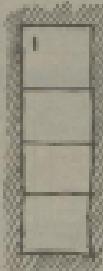


Finally, please remember to use appropriate humor when you are writing to your clients.

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From 25 different countries, with great variety in culture and also climate.

crossword сп



1 DCM
A Meaty
Commentary
that would
brighten up
anyone's
bookshelf
place 14)

Johnny has two apples. Billy has four, and Fred has six. Johnny gives Billy one of his apples and Fred the other. Billy gives Johnny two apples and Fred one. Fred gives Johnny one apple and Billy three. Mike comes along and takes all the apples. What does he get? Answer below.

Emlyn Hughes



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